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Manual of Sporting Rules.

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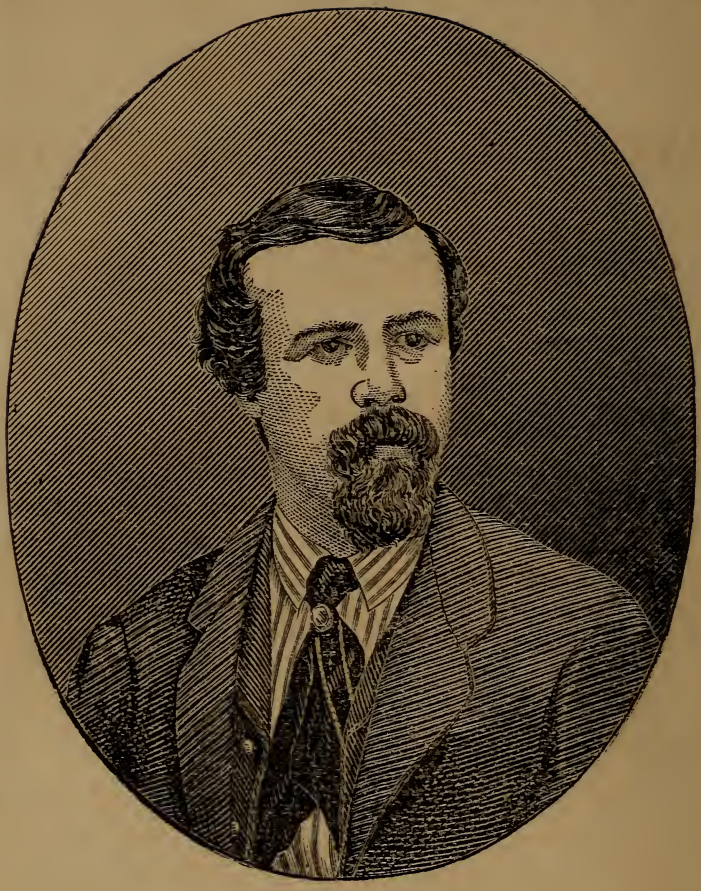

E. James.

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MANUAL

OF

SPORTING RULES,

COMPRISING THE

LATEST AND BEST AUTHENTICATED

REVISED RULES

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GOVERNING

TRAP SHOOTING, CANINE, RATTING, BADGER BAITING, COCK FIGHTING, THE PRIZE RING, WRESTLING, RUNNING, WALKING, JUMPING, KNURR AND SPELL, LA CROSSE, BOATING, BAGATELLE, ARCHERY, RIFLE AND PISTOL SHOOTING, SHUFFLE BOARD, SHINNY, QUOITS, SKITTLES, HAND BALL, RACKETS, FLY CASTING, SWIMMING, FOOT BALL, PIN POOL, FIFTEEN BALL POOL, SCOTTISH GAMES, TEN PINS, SKATING, CURLING, ETC., ETC.

ILLUSTRATED WITH ORIGINAL ENGRAVINGS.

BY ED. JAMES,

AUTHOR OF "THE GAME COCK," "TERRIER DOGS," ETC., ETC.

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PREFACE.

An association of nearly twenty years with professional and journalistic sporting gentlemen in all branches of out-door and in-door pastimes has suggested the compilation ot the present code of laws; in the execution of which work there is much satisfaction in having their confidence. Nothing is given but what may be relied upon, as the benefits are in this case mutual, financially with us, and a convenience and desideratum to those catered for. Over two years time has been consumed in the preparation of these rules, simple as they may now appear in their present handy form—a determination to have everything right, and from the most reliable sources, has caused so long a time to elapse from the original idea until the finishing mechanical touch was put upon it. Where no rules were previously in existence, as was the case in many games, we have been assisted by the authorities, assembling in counsel and framing laws especially for the work, to whom we acknowledge our indebtedness; and as no ones rights are here interfered with, we expect and demand the same respect for ours. For this reason the book has been copyrighted in Great Britain as well as in this country. Where changes are made, as occasionally occurs in the laws governing Trap Shooting, etc., we shall feel grateful for all courtesies extended by the secretaries of the several clubs. Not the least interesting feature will be found the illustrations, which are most orignal and characteristic, and speak for themselves. To make a long preface short, the Manual of Sporting Rules is something which has long been wanted and is now supplied.

SPECIAL NOTICE.

In order to accommodate those desiring copies of Rules not embodied in this work, which are the property of others and have already been published for years, I am prepared to supply the books containing them at the publishers' rates, viz:—

Base Ball Rules.....10 cents
Croquet Rules.....10 cents
Cricket and Wicket Rules.....10 cents
National Trotting Rules.....50 cents
Racing Rules.....50cents
Phelan's Game of Billiards, containing the Rules of the American Four Ball Game, Three Ball Carom, and Championship Diamond Cue.....$1 50

TRAP SHOOTING RULES.

N. Y. STATE SPORTSMEN'S ASSOCIATION RULES.

1. Traps, Rise and Boundaries.—All matches shall be shot from H and T plunge traps. Rise for single birds to be twenty-one yards; and for double birds eighteen yards. The boundaries shall be eighty yards for single birds, and one hundred yards for double birds, which in single bird shooting shall be measured from a point equi-distant from, and in a direct line between the two traps; in double bird shooting from a point equi-distant from, and in a direct line between the centre traps.

2. Scoring.—When a person is at the score and ready to shoot, he is to call "Pull;" and should the trap be sprung without his having given the word, or in single bird shooting should more than one bird rise at a time, he may take the bird or birds, or not; but if he shoot, the bird or birds shall be charged to him. The party at the score must not leave it to shoot, and must hold the butt of his gun below his elbow until the bird or birds rise; and in case of infraction of this provision the bird or birds shall be scored as missed.

3. Rising of Birds.—A bird must be on the wing when shot at. All contingencies from miss-fire, non-explosion of cap, gun not cocked, &c., &c., are at the risk of the party shooting.

4. Recovering Birds.—It shall be optional with the party shooting, to recover his own birds, or to appoint a person for that purpose. He shall in all cases walk directly up to the bird and take it without injury; and, in case of doubt, hand it to the judges for their

decision. If a bird flies outside the bounds it shall be scored as missed. Should a bird alight upon a tree, house, or any other resting place, within the bounds, after it has been shot at, the party shooting, or his deputy, shall proceed immediately to the spot, and if the bird does not fall without any extraneous means being used, such as throwing clods, stones, sticks, or using poles, &c., within three minutes from the time it alights, it shall be scored a miss.

5. Flight of Birds.—In double bird shooting, both birds shall be on the wing when the first is shot at; if but one bird flies, and but one barrel is fired, or snapped, the birds shall in no wise be scored, whether hit or missed, but the party shooting shall have two more birds; or if both birds fly and are killed with one barrel, he must shoot at two other birds.

6. Placing the Traps.—In single bird shooting the distance between the traps shall be eight yards; in double bird shooting, as four traps are used, the H and T traps shall be set alternately, and four yards apart. When five traps are used they shall be four yards apart.

7. Powder and Shot —The charge of shot shall not exceed one and a half ounces. All the guns shall be loaded from the same charger except in cases of breech loaders, when the referee may open one or more cartridges, to ascertain if the charge of shot is correct.

8. Ties.—In case of a tie at single birds, the distance shall be increased five yards, and shall be shot off at five birds. In case of a second tie, the distance shall again be increased five yards, and this distance shall be maintained till the match is decided. The ties in double bird shooting shall be shot off at twenty-one yards rise, without any increase, at five double rises.

9. Judges and Referee.—Two judges and a referee shall be appointed before the shooting commences. The referee's decision shall be final; he shall have power to call "No bird" in case any bird fails to fly; and may allow a contestant another bird, in case the latter shall have been baulked or interfered with, or may, for any reason satisfactory to the referee, be entitled to it. If a bird shall fly towards parties within the bounds, in such a manner that to shoot at it would endanger any person, another bird may be allowed; and if a bird is shot at by any person beside the party at the score, the referee shall decide how it shall be scored, or whether a new bird shall be allowed.

JEROME PARK SHOOTING CLUB RULES.

1. Judges.—All matches to be under the direction of two judges, to be appointed by parties interested from members of the club, and, in the event of any difference of opinion between the judges, they are to choose a referee, whose decision shall be final.

This rule may be suspended by the parties shooting.

2. Traps.—Ground traps are to be used, unless otherwise agreed upon by the parties interested.

3. In shooting from two traps, one of which should be marked H and the other T, the choice for the person shooting first must be decided by tossing a coin, and his opponent must shoot at the bird in

the other trap. In shooting from five traps the choice must be decided by throwing dice.

4. In double bird shooting two traps must be used, unless otherwise agreed upon, placed six feet apart, and the lines so attached that both traps may be pulled together.

5. Guns.—The use of single or double barreled guns to be specified at the time of making a match or entering a sweepstake.

6. Shot.—The weight of shot must not exceed one and a quarter ounces, either for single or double birds, under penalty of forfeiture of the match, unless otherwise agreed upon, and no wire or paper cartridge, concentrator, or any similar contrivance, can be used unless previously agreed upon, under penalty of forfeiture of the match.

7. Rise.—The rise for single birds to be twenty-one yards, and for double birds eighteen yards.

8. Boundaries.—The boundary for single birds to be eighty yards, and for double birds one hundred yards, the distances being measured from the trap.

9. If a bird is once out of bounds it is missed.

10. Scoring.—When a person is at the score and ready to shoot, he is to call "Pull;" and should the trap be sprung without his having given the word, he may take the bird or birds, or not; but if he shoots, the bird or birds will be charged to him.

11. The party at the score must not leave it to shoot.

12. The party shooting is to be at the score within the expiration of five minutes from the last shot; but in the event of any delay beyond his control, he may claim fifteen minutes once in the course of the match or sweepstakes.

13. When a party is at the score, no one will be permitted to go in front of him to put a bird up, in the event of its not rising readily.

14. The party at the score must hold his gun in such a position that the whole of the butt shall appear below the elbow and on the hip, until the bird is actually on the wing. A bird killed with a gun held in any other manner to be scored a missed bird.

15. Rising of Birds.—If the trap or traps are sprung, and the bird or birds do not rise in a reasonable time, the referee may declare no bird; but a bird once on the wing and alights, the referee shall allow two minutes and then call no bird. If he does not say no bird, the party at the score must wait for the bird or birds to rise.

16. In single bird shooting, if two barrels are shot off at once, the bird to be scored a missed bird. In double bird shooting, should one bird only fly, it is to be charged to the party shooting, whether he may have shot or not.

17. Should two birds be killed with one barrel, they are to be credited to the party shooting.

18. If a bird or birds walk away nine feet from the trap, the referee shall declare no bird.

19. No person shall shoot at a bird on the ground, under penalty of its being scored a miss.

20. Missing Fire.—In case of a gun missing fire from any cause whatever, whether properly loaded or not, the bird shall be scored as a missed bird; but in the event of such miss-fire, the party shooting shall have the privilege of using the other barrel.

21. Baulking.—If, in the opinion of the referee, the party at the score is baulked, or in any manner obstructed by his opponent, or

any other person other than his backers, he may be allowed to trap another bird, in accordance with the decision of the referee.

22. In single bird shooting, when more than one bird rises at a time, it shall be no bird.

23. If a bird or birds shall fly towards the parties within the bounds, in such a manner that to shoot at them would involve the wounding of anyone, the referee may decide no bird.

24. If a bird, so hard hit by the shooter that in the opinion of the referee it would have fallen within bounds, be killed within bounds by a scout or outsider, the referee may allow the shooter another bird; but if a bird so killed within bounds by a scout or outsider was palpably missed by the shooter, or so slightly wounded that in the opinion of the referee the bird would have flown out of bounds, then the referee must decide it a missed bird.

25. Ties.—A tie must be shot off the same day, if practicable to do so, unless the purse or prizes are to be divided by agreement; and if not, it must be decided the first ensuing fitting day.

26. In the decision of ties three shots will be required, both for double and single birds, except otherwise agreed upon.

27. Recovering of Birds.—The party shooting must gather his birds individually or by deputy, if required to do so by his opponent.

28. The party recovering a bird must use his hands alone.

29. All birds must be retrieved in five minutes.

30. Stakes.—A party failing to deposit the full stake at the time agreed upon forfeits any previous deposit he may have made.

NEW JERSEY SPORTSMAN'S CLUB RULES.

1. Judges.—All matches or sweepstakes to be under the direction of two judges, to be appointed by the parties interested, from members of the club. The judges shall choose a referee, whose decision shall be final.

2. Traps.—Ground traps H and T are to be used and pulled over between bird and shooter.

3. In shooting with two traps, the choice of trap must be decided by lot, and the trap designated by the referee.

In shooting with five traps, the traps must be placed five yards apart, the trap to be sprung unknown to the shooter.

4. In double bird shooting two traps must be used, unless otherwise specified.

5. Shot.—The weight of shot must never exceed one and one-half ounces, either for single or double birds, and any person using a greater weight loses his chance in the result of a match or sweepstakes; and any person charging the shooter with more shot than specified, must deposit five dollars with the referee. Should it prove not to be the case the shooter is entitled to the five dollars deposited.

6. Rise.—The rise for single birds to be twenty-one yards, and for double birds eighteen yards, except in handicap matches.

7. Boundaries.—The boundaries for single birds to be eighty yards, and for double birds one hundred yards; the distance to be

measured from the trap, or if two traps are used to be measured from an equal distance between the traps.

8. A bird once out of bounds shall be scored a miss.

9. Scoring.—When the shooter at the score is ready to shoot, he is to call "Pull," and if the trap is sprung before he has given the word, the birds shall not be scored; but if he shoots at the bird or birds, it, or they, will be scored to him.

10. The party at the score must not leave it to shoot.

11. The party shooting is to be at the score within the expiration of five minutes from the last shot; but in the event of any delay beyond his control, he may claim fifteen minutes once in the course of the match or sweepstakes.

12. When the party is at the score no one shall be permitted to go in front of the shooter to put a bird up, in the event of its not rising readily, except one requested to do so by the referee.

13. The party at the score must hold the butt of his gun on the hip, until the bird or birds are on the wing. A bird killed with the gun held in any other manner shall not be scored to the shooter.

14. If the trap or traps are sprung, and the bird or birds do not rise within a reasonable time, the referee may declare no bird; but if he neglects to call "No bird," the party at the score must wait for the bird or birds to rise.

15. In double bird shooting, should one bird only rise it must be shot at and scored for or against the shooter; a single bird must then be put in to complete the pair.

16. Should two birds be killed with one barrel they are to be credited to the shooter.

17. If a bird or birds walk away from the trap a distance of three yards, the referee may declare no bird.

18. When a percussion cap or primer (as the case may be) fails to explode, the bird or birds are not to be charged to the party shooting; but if the cap or primer explodes without the ignition of the charge, or if after giving the word "Pull" the gun misses fire, either from improper loading or not being cocked by the shooter, he will be held to have missed.

19. If in the opinion of the judges the party at the score is baulked, or in any way obstructed by his opponent, or any other person except his own backer, he may be allowed to trap another bird, at the discretion of the judges.

20. In single bird shooting, if more than one rise at a time, the referee may call "No bird," if he thinks proper; but if the party at the score has shot at the bird it will be scored to him.

21. If a bird shall fly towards the parties within the bounds in such a manner that to shoot at it would endanger any person, either judge may call "No bird."

22. If a bird in its flight is shot at by another party than the one at the score and is recovered within the bounds, the judges are to decide if the bird was missed at the score.

23. When different and opposing orders are given by the judges to a party at the score, he shall arrest his fire, and any bird shot at after such orders shall not be allowed to be recovered, nor charged to him if missed.

24. A tie must be shot off the same day when practicable, unless the purse or prizes are distributed by agreement; if not it must be decided the first ensuing fitting day.

25. In the decision of ties, five single birds will be required; if double birds, three pair, unless otherwise agreed upon.

26. It shall be optional with the party shooting to recover his birds or appoint a person for that purpose.

In all cases the bird shall be gathered by hand, without the use of extraneous means, within five minutes from the time it alights, or be scored a miss.

27. A party failing to deposit the full stake at the time agreed upon, will forfeit any previous deposit he has made.

28. The score must in all cases be five paces in advance of the spectators' line, and in no case shall any person be allowed inside the line unless a member of the club, and all members so advanced shall not obstruct the view of the spectators.

29. All matches or sweepstakes to be shot with double guns, unless otherwise agreed upon by the parties shooting.

30. At all matches of this club no member shall be allowed to shoot at any outside bird, unless so delegated by the referee; and any member infringing this rule will be liable to a fine of five dollars or expulsion from the club.

LONG ISLAND RULES.

1. Trap, Rise and Boundaries.—All matches shall be shot from H and T ground traps. Rise for single birds to be twenty-one yards, and for double birds eighteen yards. The boundaries shall be eighty yards for single birds, and one hundred yards for double birds; which, in single bird shooting, shall be measured from a point equi-distant from and in a direct line between the two traps; in double bird shooting, from a point equi-distant from and in a direct line between the centre traps.

2. Placing the Traps.—In single bird shooting, the distance between the traps shall be four yards; in double bird shooting, as four traps are used, the H and T traps shall be set alternately, and two yards apart.

3. Scoring.—After the party is at the score and ready to shoot, he shall take the bird or birds, unless barred by the referee.

The party at the score must not leave it to shoot, and must hold the butt of his gun below his elbow until the bird or birds rise; and, in case of the infraction of this provision, the bird or birds shall be scored as missed.

4. Rising of Birds.—All birds must be on the wing when shot at; all contingencies of miss-fire, non-explosion of cap, gun not cocked, etc., are at the risk of the party shooting.

5. Recovering Birds.—It shall be optional with the party shooting to recover his own birds or appoint a person for that purpose.

In all cases the bird shall be gathered by hand, without the use of extraneous means, within three minutes from the time it alights, or be scored a miss. A bird once out of bounds shall be scored a miss.

6. Loading.—The charge of shot shall not exceed one ounce and a quarter unless otherwise agreed upon. All guns shall be loaded from the same charger, except in case of breech-loaders, when the referee may open one or more cartridges to ascertain if the charge

of shot is correct. Any party infringing this rule shall lose the match.

7. Ties.—In case of a tie at single birds the distance shall be increased five yards, and shall be shot off at five birds each. In case of a second tie, the distance shall again be increased five yards, and this distance shall be maintained till the match is decided. The ties in double bird shooting shall be shot off at twenty-one yards, without any increase, at five double rises.

8. Judges and Referees.—Two judges and a referee shall be appointed before the shooting commences. The referee's decision shall be final. He shall have power to call "No bird," in case any bird fails to fly, and may allow a contestant another bird, in case the latter shall have been balked or interfered with, or may for any reason satisfactory to the referee be entitled to it.

In case of any unnecessary delay on the part of either of the contestants, the referee shall order the party so delaying to the score, and in case of his failing to comply within five minutes said party shall lose the match.

If a bird shall fly towards a party within the bounds, in such a manner that to shoot at it would endanger any person, another bird will be allowed; and if a bird is shot at by any person beside the party at the score, the referee shall decide how it shall be scored, or whether a new bird shall be allowed.

RHODE ISLAND CHAMPION BADGE RULES.

1. The winner of the badge shall give a satisfactory guarantee to the officers of the Rhode Island Sportsman's Club for the safety thereof, in the shape of a reasonable surety.

2. The winner shall pledge himself to shoot any challenger, for a sum not less than $500 a side, within four months of the date of the said challenge, under penalty of forfeiting the badge.

3. Any party challenging the holder of this badge shall make a deposit of $250 as a forfeit for a match for $500 a side, in the hands of an appointed stakeholder, to be covered by the challenged party with an equal amount. The balance of the money, $250 a side, shall be deposited in the stakeholder's hand three days before the match is shot, said match then becoming play or pay. In case of the holder's not complying with the foregoing conditions, he shall forfeit the badge to the party challenging.

4. Every contestant for this badge shall pledge himself to contend for the same under the rules of the Rhode Island Sportsman's Club governing pigeon shooting.

5. All matches for this badge shall be at one hundred single birds each, H and T ground traps.

6. In all matches in which this badge is contested for, the referee shall be an officer of the Rhode Island Sportsman's Club, or a party approved by them.

7. The holder of the badge shall name the place where the same shall be contended for, which shall also be satisfactory to the referee.

8. Each contestant in any match for this badge shall provide not less than one hundred and ten birds for the match, and the birds shall be taken out of one contestant's basket or box till the same is exhausted, and then the other contestant's box or basket shall be used out of until that is exhausted, and so on, alternately, during the match.

9. Having tossed up for first shot and trap, the second party shooting shall take the bird in the remaining trap, and so on through the match.

10. The party holding this badge for two years against all contestants, it shall become his personal property.

RHODE ISLAND SPORTSMAN'S CLUB RULES.

1. The boundary shall be one hundred yards from the trap.

2. Any bird taken inside that distance from the trap shall be counted a dead bird, and any taken outside that distance shall be counted a missed bird.

3. Any bird not taken within five minutes after being sprung from the trap shall be scored a missed bird.

4. The distance for all shooting (unless otherwise specified) shall be twenty-one yards from the trap.

5. When the shooter comes up to the stand, and the bird is let loose, if his gun has no cap on, or no shot in it, or misses fire, or any other mishap occurs, it is at the shooter's risk, whether he loads his gun or not; but if the bird does not fly, and the shooter does not shoot, he must claim another bird.

6. In double shooting, if but one bird flies, and but one barrel is fired, or if neither bird flies, and neither barrel is fired, the shooter must claim two more birds; and if both birds fly, and he kills both with one barrel, it shall count as two shots.

7. In double shooting from separate traps, if there is an interval of more than two seconds between the springing of the traps, and the shooter does not shoot his first shot at the last bird sprung, he must claim two other birds.

8. If a bystander shoots at any bird, after the shooter at the stand has fired at it, the same shall be scored a missed bird, unless the judge shall decide that said bird was hit by the shooter at the stand, and would have been taken within the time specified, and according to rule 10.

9. No shooter shall use more than one and a half ounces of shot at a charge, unless otherwise specified.

10. A person shall be appointed by the judges to bring in the birds as they are shot; he shall in all cases walk directly up to the bird and take it without injury, and, in case of doubt, hand it to the judges for their decision; and, if no mark of any shot having hit the bird can be found, it shall be scored a miss.

11. Should a bird alight on a tree, house, or any other resting place within the bounds, after it has been shot at, the person appointed to bring in the birds shall proceed immediately to the spot, and if the bird does not fall without any extraneous means being used, such as throwing clods, stones, sticks, or using pole, &c., within five minutes from the time it alights, it shall be scored a miss.

12. If the bird should fly so that shooting at it endangers the lives of the bystanders, and the shooter fails either to fire or snap at it, in consequence, he may claim another bird; and in double shooting, he may claim two more birds.

13. These rules shall be submitted to the judges, and no appeal can be taken from their decision, provided the same is made in accordance with the foregoing rules.

CHICAGO "PRAIRIE SHOOTING CLUB" RULES.

1. All matches shall be shot from H and T plunge or lever traps, the choice of which the referee shall decide by toss. The boundaries shall be eighty yards for single birds, and one hundred yards for double birds, which shall be measured from a point equi-distant from, and in a direct line between the two traps, or when more than two traps are used, in a direct line between the centre traps. The rise for single birds shall be twenty-one yards, and for double birds eighteen yards.

2. In single bird shooting, the distance between the traps shall be five yards; in double bird shooting, when four traps are used, they shall be two yards and a half apart.

3. Two judges and a referee shall be appointed before the shooting commences, and the referee's decision shall be final. He may allow a contestant another bird, in case the latter shall be baulked or interfered with, if he thinks the party entitled to it.

4. If a bird shall fly towards parties within the bounds, in such a manner that to shoot at it would endanger any person, another bird shall be allowed, and if a bird is shot at within the bounds by any person beside the party at the score, the referee shall decide how it shall be scored, or whether another bird shall be allowed.

5. After the shooter has taken his stand at the score, he shall not level his gun, or raise the butt above his elbow, until the bird is on the wing. Should he infringe on this rule, the bird or birds shall be scored as lost, whether killed or not.

6. The shooter when ready is to say "Pull," and the puller to obey such signal, and pull the trap or traps fairly and evenly, and release the bird or birds instanter. If the trap be pulled or the bird released, before the signal is given by the shooter, he shall have the optior of calling "No bird," and refusing to shoot, but if he shoots, the bird shall be deemed a fair one, and scord for or against him as the case may be.

7. The shooter shall not leave the score to shoot, and all birds must be on the wing when shot at or will be scored as lost birds. If the bird does not rise immediately after the trap is pulled the shooter shall have the option of calling "No bird," but if he shoots at it on its afterwards rising, it will be considered "a bird."

8. It shall be optional with the party shooting to gather his own birds or appoint a person to do so for him. In all cases the bird must be gathered by hand, without any forcible means, within three minutes from the time it alights, or be scored a miss. The party must walk in a direct line from the score to the bird. All "birds" must show shot marks if challenged.

9. Should a bird alight on a tree or building, within the bounds,

it shall be scored a "lost bird." A bird once out of bounds shall be scored as lost.

10. Should a gun miss fire, or fail to discharge from any cause, it shall score as a lost bird, unless the referee finds upon examination that the gun was properly loaded and the miss-fire unavoidable, in which case he shall allow another bird.

11. In double shooting, both birds must be on the wing when the first is shot at. If but one bird flies, and one barrel is fired or snapped, the bird shall not be scored, whether killed or missed, but the party shooting shall have two more birds; or if both birds fly and are killed with one barrel, he must shoot at two other birds.

12. The shooter shall not be allowed to use a gun of larger calibre than that known as No. 10.

13. There shall be no restriction as to size of shot used, or charge of powder, but the charge of shot shall not exceed one ounce.

14. The club shall provide a standard shot measure, and all guns shall be loaded from the same, except in case of breech loaders, when the referee may open one or more cartridges, to ascertain if the charge of shot is not above the standard. Any person found infringing on this rule shall be barred from further participation in the match.

15. In case of ties at single birds, the distance shall be increased five yards, and shall be shot off at five birds, and this distance shall be maintained until the match is decided. The ties in double bird shooting, shall be shot off at twenty-one yards, at five double rises.

16. At a shooting match all ties shall be shot off on the same grounds, immediately after the match, if they can be concluded before sunset. In case they cannot be concluded by sunset, they shall be concluded on the following day, unless otherwise directed by the judges or referee. This, however, shall not prevent the ties from dividing the prizes, if they may all agree to do so. Should one refuse to divide, then it must be shot off. Any one of the ties being absent ten minutes after the time agreed upon to shoot them off shall forfeit his right to contest for the prize.

17. Any competitor, or other person bribing or attempting to bribe the trapper or puller, or attempting to obtain an unfair advantage in any manner whatsoever, to be disqualified from shooting or sharing in the results of the match.

18. The shooter, if he use a breech loader, shall not put the cartridges in his gun until called to the score. If he use a muzzle loader, he shall leave it uncapped until called.

19. Any person participating in a match, shall have the privilege of challenging a competitor as to charge of shot used, and the referee shall make such challenged party draw his charges and have them examined, and if found to exceed the limit fixed by rule, he shall forfeit his right to participate in the match, or share in the same in any way. If he fires his gun after being challenged, and before the charge has been examined by the referee, he shall suffer the same penalty as for overloading.

20. Each participant in a shooting match shall hold himself in readiness, and come to the score prepared to shoot when his name is called by the scorer. If he be longer than five minutes, it shall be discretionary with the referee whether to allow him to shoot or not in the match.

KENNICOTT CLUB (CHICAGO) RULES.

SINGLE BIRD SHOOTING.

1. Traps, Rise and Boundaries.—All matches shall be shot from H and T plunge or ground traps, unless otherwise agreed upon. Traps set five yards apart. The rise shall be twenty-one yards and the boundaries eighty yards, measured from a point equi-distant from and in a direct line between the two traps.

2. At the Score, Rise of Birds, Gun Below the Elbow, &c.—When a person is at the score and ready to shoot, he is to call, "pull;" should the bird not fly when the trap is sprung, the shooter may declare no bird; but should the bird fly before such declaration is made, it will be considered a bird. Should the trap be sprung without his having given the word, he may take the bird or not; but if he shoots, the bird shall be scored. The party shall not leave the score to shoot, and must hold the butt of his gun below the elbow until the bird takes wing; and in case of infraction of this rule, the bird shall be scored as missed. All birds must be on the wing when shot at.

3. Miss-fires.—Should the gun miss-fire, the shooter shall have another bird, provided the gun is properly loaded. If using a double barrel gun, only one barrel shall be loaded. In case of infraction of this last clause, the bird shall be scored as lost.

4. Securing and Scoring Birds.—It shall be optional with the party shooting to secure his own bird or appoint a person for that purpose. The party who starts for the bird must secure it—time allowed three minutes. No extraneous means shall be used to gather it, and no person except the one gathering the bird shall go between the referee and the bird. No bird shall be scored until delivered at the score, and must show shot marks. If a bird flies out of bounds it shall be scored as missed.

5. Bird on the Ground.—If a bird is shot at when on the ground it shall be scored a lost bird.

6. Charge of Shot.—The charge of shot shall be one ounce by measure—measured by a cylinder one and one-eighth inch long and five-eighths of an inch in calibre *struck* off. Charge of powder unlimited. The referee shall, at the request of any person engaged in the match, examine the charge of any person challenged. Should it contain more than one ounce of shot as above defined, he shall forfeit all his rights in the match. If a party, after the match has begun, desires to challenge the load of the shooter, he shall be required to deposit Five Dollars in the hands of the referee, and if the charge of the challenged party is found correct the party challenging shall forfeit the Five Dollars to the party challenged.

7. Ties.—In case of ties the distance shall be increased five yards and shall be shot off at five birds. In case of a second tie, the distance shall be increased five yards further, and this distance shall be maintained until the match is decided.

All ties shall be shot off on the same ground immediately after the match, if they can be concluded before sunset. In case they cannot be concluded by sunset, they shall be shot off on the following day unless otherwise directed by the referee. Any one of the ties being absent half an hour after the time appointed to shoot, shall forfeit his rights to contest in the match.

8. Judges, Referee and Board of Appeals.—Two judges and a referee shall be appointed before the shooting commences. The referee's decision shall be final, except in case of an infraction of these rules by said referee, in which case a contestant can enter a protest at the time of infraction and appeal to the Board of Appeals. Any member refusing to abide by the decision of this Board shall be expelled from the Club. The referee may allow a contestant another bird in case the latter has been balked or interfered with, or may, for any reason satisfactory to the referee, be entitled to it. If a bird shall fly towards parties within the bounds, in such a manner that to shoot at it would endanger any person, another bird may be allowed, and if a bird is shot at by any person besides the party at the score, the referee shall decide how it shall be scored, or whether another bird shall be allowed.

DOUBLE BIRD SHOOTING.

1. Traps, Rise and Boundaries.—All matches shall be shot from H and T plunge traps, unless otherwise agreed upon, set alternately five yards apart. The rise shall be eighteen yards and the boundary one hundred yards from a point equi-distant from and in a direct line between the centre traps.

2. Rise of Bird.—The gun shall be held with the butt below the elbow until the first bird shot at is on the wing. Should the traps be sprung before the word "pull" is given by the shooter, he may shoot or not at his option, but if he shoots, the birds shall be scored. The traps must be sprung simultaneously.

3. Rise of Birds.—Both birds must be on the wing when the first is shot at. If but one bird flies and but one barrel is fired or snapped, the birds shall in no wise be scored, whether hit or missed, but the party shooting shall have two more birds. If both birds fly and are killed with one barrel the shooter shall have two other birds.

4. Same as Rule 4 for single birds, except that five minutes shall be allowed to gather the bird or birds.

5. Ties.—In case of ties they shall be shot off at twenty-one yards at five double rises.

Miss-fire.—Same as in Rule 3 for single birds.

GENESEO (ILL.) SPORTSMEN'S CLUB RULES.

SINGLE BIRD SHOOTING.

1. Traps, Rise and Boundaries.—All matches shall be shot from H and T Lever or Ground Traps, unless otherwise agreed upon. Traps set five yards apart. The rise shall be twenty-one yards, and the boundaries eighty yards, measured from a point equi-distant from and in a direct line between the two traps.

2. At the Score, Rise of Birds, Gun Below the Elbow, &c.—When a person is at the score and ready to shoot, he is to call "pull;" should the bird not fly when the trap is sprung, the shooter may declare no bird; but should the bird fly before such declaration is made it will be considered a bird. Should the trap be sprung without his having given the word, he may take the bird or not; but if he shoots, the bird shall be scored. The party shall not leave the score to shoot, and must hold the butt of his gun below the elbow until the

bird takes wing; and in case of infraction of this rule, the bird shall be scored as missed. All birds must be on the wing when shot at.

3. Miss-Fires.—Should the gun miss-fire, if properly loaded, the shooter shall have another bird. If using a double barrel gun, only one barrel shall be loaded.

4. Securing and Scoring Birds.—It shall be optional with the party shooting to secure his own bird, or appoint a person for that purpose. The party who starts for the bird must secure it—time allowed, three minutes. He shall in all cases walk directly to the bird and take it without injury, and in case of doubt, hand it to the referee for his decision. No bird shall be scored unless it shows shot marks. If the bird flies outside the bounds, it shall be scored as missed. Should a bird alight on a tree, house, fence, or any other object that may obstruct its free flight, within the bounds, after it is shot at, shall be scored a lost bird.

5. Bird on the Ground.—If a bird is shot at when on the ground, it shall be scored a lost bird.

6. Charge of Shot.—The charge of shot shall be one and one-fourth ounces by measure—measured by the regular Dixon Dipper, heaped, or as much as can be contained in a cylinder one inch long and five-eights of an inch calibre, heaped up. Charge of powder unlimited. The referee shall, at the request of any person engaged in the match, examine the charge of any person challenged. Should it contain more than one and one-fourth ounces of shot, as above defined, he shall forfeit all his rights in the match.

7. Ties.—In case of ties, the distance shall be increased five yards, and shall be shot off at five birds. In case of a second tie, the distance shall be increased five yards further, and this distance shall be maintained until the match is decided. All ties shall be shot off on the same ground immediately after the match, if they can be concluded before sunset. In case they cannot be concluded by sunset, they shall be shot off on the following day, unless otherwise directed by the referee. Any one of the ties being absent half an hour after the time appointed to shoot, shall forfeit his rights to contest the match. Those tieing on the highest number of birds, to shoot off for the first prize; those tieing on the next highest, to shoot off for the second prize; the third ties to shoot off for the third prize, and the fourth ties to shoot off for the fourth prize.

8. Judges and Referee.—Two judges and a referee shall be appointed before the shooting commences. The referee's decision shall be final. The referee may allow a contestant another bird in case the latter has been balked or interfered with, or may, for any reason satisfactory to the referee, be entitled to it. If a bird shall fly toward parties within the bounds, in such a manner that to shoot at it would endanger any person, another bird may be allowed, and if a bird is shot at by any person besides the party at the score the referee shall decide how it shall be scored, or whether another bird shall be allowed.

DOUBLE BIRD SHOOTING.

1. Traps, Rise and Boundaries.—All matches shall be shot from H and T Lever Traps, unless otherwise agreed upon, set alternately five yards apart. The rise shall be eighteen yards, and the boundary one hundred yards, from a point equi-distant from, and in a direct line between the centre traps.

2. Rise of Bird.—The gun shall be held with the butt below the elbow, until the first bird shot at is on the wing. Should the traps be sprung before the word "pull" is given by the shooter, he may shoot or not, at his option, but if he shoots, the birds shall be scored. The traps must be sprung simultaneously.

3. Rise of Birds.—Both birds must be on the wing when the first is shot at. If but one bird flies, and but one barrel is fired or snapped the birds shall in no wise be scored, whether hit or missed, but the party shooting shall have two more birds. If both birds fly and are killed with one barrel, the shooter shall have two other birds.

4. Same as rule 2 in single shooting.

5. Ties.—In case of ties they shall be shot off at twenty-one yards, at five double rises.

6. Miss-Fire.—Should the gun miss-fire, if properly loaded, the shooter shall have two more birds.

GENESEO (ILL.) CHAMPION BADGE RULES.

1. The winner of the badge shall shoot any challenge within two weeks of the reception of said challenge, under penalty of forfeiting the badge.

2. The challenge shall be in writing.

3. Every contest for this badge shall be governed by the rules of the Geneseo Sportsmen's Club.

4. All matches for this badge shall be at ten single rises each; H and T ground Traps.

5. In all matches in which this badge is contended for the referee shall be a member of this club, or other person mutually agreeable to the contestants.

6. The challenger shall furnish birds for both parties at his own expense.

7. The holder of this badge shall name the place where the same shall be contested for, but said place shall be within the corporate limits of the city of Geneseo, or one-half mile thereof.

8. Having tossed for the first shot and trap, the second party shooting shall take the bird in the remaining trap, and so on through the match.

9. The party holding this badge for one year against all candidates, it shall become his personal property.

CANADIAN RULES.

SINGLE BIRD SHOOTING.

1. Before a match commences, a scorer, a trapper, a puller, two umpires and one referee must be chosen; each party to choose an umpire; the referee to be chosen by the umpires. Each party may also appoint a separate puller, or they may both agree to the same puller.

2. All disputes to be settled by the umpires, and in case they cannot agree, the decision of the referee to be final.

3. The charge of shot shall not exceed one and-a-half ounces; the gun to be loaded in the presence of the umpires and referee, from the same charger, except in the case of breech loaders, when the

referee may open one or more cartridges to ascertain if the charge of shot is correct.

4. All matches shall be shot from H and T ground traps, five yards apart; twenty-one yards rise and eighty yards boundary.

5. Each competitor must hold himself in readiness, and come to the foot-mark on his name being called by the scorer; it being at the discretion of the umpires and referee as to whether an absentee may be permitted to shoot after the lapse of ten minutes from the time he is called to the foot-mark.

6. After the shooter has taken his stand at the foot-mark, he is not to level his gun or raise the butt end above his elbow until the bird is on the wing. On any competitor infringing this rule, the bird will be scored against him as a lost bird, whether he kills it or not.

7. If the trap be pulled, or the bird released before, or not at the time of the signal, the shooter to have the option of calling "no bird," and refusing to shoot; but if he shoots, the bird shall be deemed a fair one, and scored for or against him as the result may be.

8. If, after the trap is pulled, the bird does not rise in one minute, the referee shall call "no bird;" and if the bird runs three yards from the trap, the referee shall give the shooter another bird.

9. If the shooter advances beyond the foot-mark, or shoots at the bird on the trap or on the ground before it rises, it will be scored against him as a lost bird whether he kills it or not. A bird must be shot when on the wing, in single bird shooting, with the use of one barrel only, to score a dead bird.

10. If, after giving the signal "Pull," the gun should be found uncapped, without a tube, or improperly loaded, or if the shooter, through negligence, is unable to fire, and the bird flies away, it will be scored against him as a lost bird.

11. In case of a miss-fire, through the cap or tube not exploding or failing to ignite the charge, or any other accidental circumstances not attributed to the shooter's negligence, he may call "no bird" and claim another.

12. Whether "dead bird" or "lost bird," must be decided, in every case, during the match by the umpires, and in case of dispute the decision of the referee to be final.

13. A bird must be put in both traps before the toss; in placing the traps, the shooters shall place them so that the wind and sun shall be at their backs as near as possible.

14. If a bird should fly towards any person so that it would be dangerous to shoot, the referee may give the shooter another bird.

15. If any party should wilfully interrupt or interfere with the shooter at the time he is shooting at a bird, and he should miss, he may call "no bird," and the referee, if he thinks proper, may give him another bird.

16. If a bird be shot at and hit so hard by the shooter that, in the opinion of the umpires, it would have fallen within bounds, but before falling is shot by a scout or some other person, it shall be deemed "no bird," and the shooter may claim another; but if, in the opinion of the umpires, the bird was missed or only slightly wounded by the shooter and afterwards killed by the scout within bounds, it is in that case to be scored against the shooter as a lost bird. Any bird once out of bounds shall be scored a lost bird.

17. In measuring the boundary, the distance shall be taken from the centre of the two traps. The puller or no other party shall be

allowed to go over the foot-mark to cause the bird to fly for the shooter.

18. To gather a bird, the time allowed shall not exceed five minutes. It shall be optional with the shooter to gather his own bird, after it has been challenged, or send some one else for it. He shall in all cases walk directly up to the bird, straight from the foot-mark, and take it without injury and hand it to the referee; and if it does not show blood through a shot mark, it shall be scored as a "lost bird." The gatherer is not allowed the use of anything other than his hands to gather a bird with.

19. If the bird alights on any resting place, in bounds, and the gatherer cannot get to it, he shall be allowed to go, so as to get up the building or tree on which the bird rests.

20. The ties in sweepstakes or prize shooting may agree to share or divide the stakes or prize; but if one or more of the ties refuse to share, it must be shot off.

21. In shooting off "ties," all ties shall be shot off at ten birds each, at twenty-five yards rise and eighty yards boundary.

DOUBLE BIRD SHOOTING.

1. All double bird matches shall be shot from H and T plunge traps, and, as four traps must be used, the traps shall be placed four yards apart. Eighteen yards rise and one hundred yards boundary; the boundary to be measured from the centre of the traps. In rising the birds, two traps must be pulled at the same time, and both birds must be on the wing when the first is shot at.

2. If the shooter miss with the first barrel, he is at liberty to shoot with the second barrel at the same bird. If but one bird flies when the traps are opened, the shooter shall have two more birds, whether he kills or not; or if he kills both birds with one barrel, he shall have two more birds; if one barrel misses fire and the other explodes, and it was not through the shooter's negligence, he shall have two more birds whether he kills or not; or if the gun was improperly loaded, the bird or birds shall be scored against him as the case may be.

3. Gathering of birds. After a bird or birds shall have been challenged, the time allowed for gathering shall not exceed five minutes.

4. In shooting off ties. All ties shall be shot off at five double rises each; twenty-one yards rise and one hundred yards boundary.

5. Except what is mentioned in the foregoing article for double bird shooting, all disputes shall be decided by the rules of single bird shooting by the umpires and referee.

BELL'S LIFE OR ENGLISH RULES.

1. The gun must not be carried to the shoulder till the shooter has called "Pull."

2. A mis-fire no shot, provided the shooter has a cap or tube on the gun and it be cocked and loaded.

3. If a person pulls the trap without notice from the shooter, he

has the option to take the bird or not; should, however, he fire at it, the bird must be scored.

4. If, on the trap being pulled, the bird does not rise, it is at the option of the shooter to take it or not; but if not, he must declare it by saying "No bird."

5. Each bird must be recovered within the boundary by the shooter or the person he deputes, and there must not be more than one person to gather the said bird; and he must not go outside the bounds in order to drop upon the bird, which must be recovered within ten minutes from the time it was shot at, otherwise the bird must be scored lost.

6. If a bird that has been shot at afterwards settles on the top of the boundary fence, or on any of the buildings, or on a tree within the ground, it is scored a lost bird.

7. Should a bird, after it has been shot at, settle on the boundary fence, or on any of the buildings, or on a tree in the ground, and then fall dead within the bounds, it is a lost bird.

8. If a bird that has been once shot at flies out of the ground, returns and falls dead within the boundary, it must be scored a lost bird.

9. If the shooter advances to the trap and orders it to be pulled, and does not shoot at the bird, or his gun is not loaded, or does not go off, owing to his own negligence, that bird is scored lost.

10. Should a bird not fly when the trap is pulled, and the shooter does not call out "No bird," but shoots at it, either on the trap or ground, and misses, it shall be scored lost; but should he kill the same, it does not score either way, but he must shoot at another bird.

11. Should a bird that has been shot at settle on the ground or be flying away, and a "scout" fires at it and brings it down within the boundary, the referee may, if satisfied that the bird would not have fallen by the gun of the shooter, order the shooter to shoot at another bird.

12. The bird must be killed when upon the wing to score a fair bird, and the shooter is bound at any time to gather his bird or depute some person so to do, when called upon by his opponent; but in so doing he must not use any description of implement or his hat, but must recover it with his hands.

13. Shooting from Five Traps, or H and T Traps, and in the case of Single Shooting.—If more than one trap is pulled, so that more than one bird is on the wing or at large at the same time, the shooter has the option of shooting or not; if he kills, the bird must be scored; but should he miss, he can claim another bird.

14. Shooting from Five Traps, Double Shooting.—When more than two traps are pulled at the same time, the shooter may kill all he can, and they shall be scored; and should he miss any of the birds, they are not to be scored against him, but he can claim to shoot at others.

15. In shooting from H and T traps, according to the toss the trap must be pulled, but no more than one string can be pulled. Traps to be filled and tossed for every shot.

16. The shooter cannot leave the shooting mark, under any pretence, to follow up any bird that will not rise, but is walking away from the trap after it is pulled; but he can immediately claim another, should he think proper.

17. In matches or in sweepstakes, when shot is limited, any

shooter found to have in his gun more than $\frac{1}{8}$ oz. of shot than the specified charge, the said shooter is disqualified. He is also disqualified providing he fires his gun off when challenged, instead of unloading it.

18. Any shooter is compelled to unload his gun when challenged by a competitor; but if the charge is found not to exceed the allowance, the challenger shall pay five shillings to the shooter, which must be paid before he shoots again.

19. A shooter may, at any time, object to the use of a spring trap, either in a match or sweepstakes.

20. In shooting for sweepstakes or for prizes, if there is a tie the shooter may agree to divide; but if any refuse, it must be shot off; and any person being absent when called upon to shoot off, on the same day or any appointed day, cannot have any claim to the said prizes or sweepstakes. This rule does not apply to a match, which is off immediately a tie takes place, and any competitor can draw his stake if he thinks proper; bets may also be declared off.

21. In Shooting Matches, or in Sweepstakes, or for Prizes.—The shooter is bound in his turn to appear at the scratch within five minutes when called upon, but in case of accident twenty minutes may be allowed.

22. A person receiving any number of live birds from his opponent in a match, may have the privilege of shooting at them at the commencement or end of the same.

23. The right distance to shoot from the trap is 21 yards, and boundary not to exceed 100 yards from the trap. In shooting from Five Traps the whole of the said traps must be placed in a semicircle, at equal distances apart, in front of the shooter. A shooter may use as much powder as he likes when shooting and when charge of shot is limited.

24. Any person may change his gun as often as he thinks proper in any match or sweepstake, but if restricted to calibre he must, of course, continue to use one of the same size.

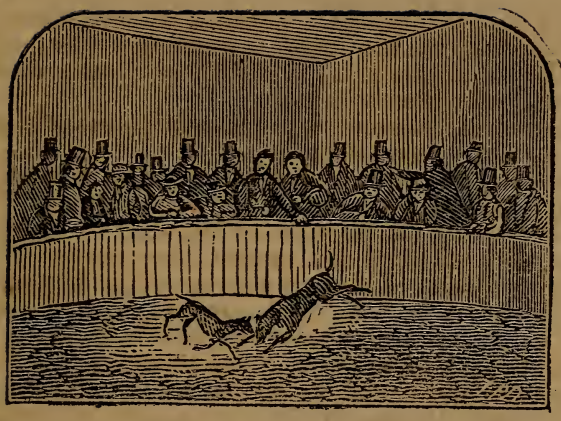
25. When the shooter has the use of both barrels at a single bird, and the first barrel fails to go off and he fires the second, or the first goes off and the second fails, he cannot claim another bird.

26. Should the shooter be in any way baffled by his opponent or any of the party shooting, he can claim another bird with the sanction of the referee.

27. Should a trapper place any feathers on or in any trap in order to baffle the shooter, the shooter can claim another bird with the sanction of the referee.

28. Whenever a shooter is allowed the use of both barrels, providing he leaves the mark after firing his first barrel, he cannot return to make use of his second. Should, however, he do so and fire it off at the said bird, that bird must be scored lost.

29. When the boundary is named and you are shooting on a common or in fields, you measure the distance from the centre trap; and, unless otherwise specified, should the bird fall within bounds at the rear of the shooter and is gathered it must be scored to the shooter.



DOG FIGHTING RULES.

Rule 1. To be a fair scratch in turn fight.

2. Both dogs to be tasted before and after fighting, if required.

3. Both dogs to be shown fair to the scratch.

4. Both seconds to deliver the dogs fair from the corner, and not leave until the dogs commence fighting.

5. A time-keeper to be chosen in the pit; half-minute time to be allowed between every fair go away; twenty-five seconds allowed for sponging; and at the expiration of that time the time-keeper shall call, "Make ready," and as soon as the half minute is expired the dogs to be delivered, and the dog refusing or stopping on the way, to be the loser.

6. Should either second pick his dog up by mistake, he shall put it down immediately or the money to be forfeited.

7. Should anything pernicious be found on either dog, before or after fighting in the pit, the backers of the dog so found to forfeit, and the person or persons holding the battle money to give it up immediately when called upon to do so.

8. Two umpires and a referee to be chosen in the pit before fighting; in case the umpires should not agree, the decision of the referee to be final.

9. Either dog exceeding the stipulated weight, on the day of weighing, to forfeit the money deposited.

10. No dog shall scratch to a dead dog; when one dog is dead the living one wins the battle.

11. Both dogs shall be washed or sponged from the same tub, so as to prevent either party introducing deleterious drugs or poisons in the water.

ENGLISH DOG FIGHTING RULES.

1. Both the dogs to go to scale, neither dog to exceed a certain weight, on penalty of losing the battle money. Color to be named in the articles if required. Time keepers, two umpires and referee to be chosen agreeable to both parties in the pit. The pit to be from ten to twelve feet square, with white scratch marks or scratch corners, say about two feet size in opposite corners, termed scratch marks.

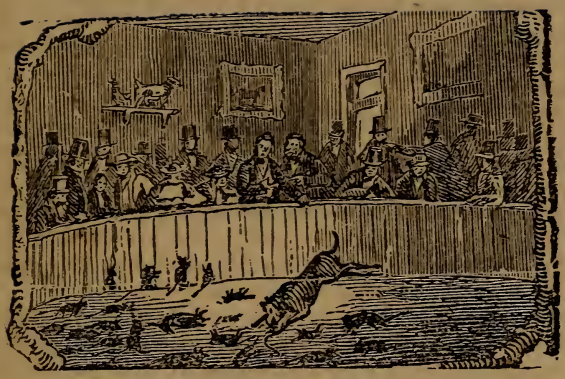
2. The dogs to be tasted or tried if any pernicious rubbing or fakeing the dogs. If so, by the direction of the referee the dogs to be thoroughly washed clean, or by his decision to forfeit all claim to the stakes; the dogs to be tasted and tried before and after setting-to if required, to be decided by the referee; two buckets of clean water to be mixed and toss for choice in the pit.

3. To toss for choice of corners and each dog to be loosed in a fair style by their seconds. The dog that makes the first fault—that is, that goes away first—to be the first to scratch, or to go in, providing he is picked up at the time of his first fault or go away; then each dog to scratch in turn alternately, no matter which makes the fault or go away. After the first go away each dog to scratch in turn, the dog that scratches last to be declared the winner. If either dog be so distressed as not to be able to mouth the other, but to go to the opposite scratch, the dog whose turn it is to go in must go all the way across without stopping. To constitute a fair go in, his fore feet must touch the opposite scratch.

4. Neither seconds to touch either dog, or behave unfair to either dog or second in the pit. If so, by the appeal and decision of the referee to be disqualified, either second throwing his dog across the pit to be deemed foul. Stamping on or near the dog's head to be deemed foul. If picked up in a mistake, to be put down again and fairly fought out. Unless if picked up intentionally foul, to be decided by the referee.

5. To constitute a fair go-away or picked-up, both dogs to be free of each other, both their heads and fore feet from the other; the second of either dog to watch minutely, to pick his dog up when he moves away as above. If while picking up either dog should catch hold of the other, the second to put his dog down again and fairly wait for a fair go-away and pick up. This rule to be strictly adhered to, and if any dispute arises to be appealed to the umpires and referee, and the referee's decision in all such appeals, right or wrong, to be binding on all occasions. None but experienced judges should undertake such unthankful offices, and to be agreed to by both parties. When the seconds pick up their dogs, to go to their respective corners and wash and sponge their dogs' mouths. One minute to be allowed for time, the time keeper to call out aloud at forty-five seconds, "Hands out of the pit." At fifty seconds, "Get ready." Both dogs to be shown a fair head at the scratch. At sixty seconds' call, "Time," let go, the time keeper to observe, "It is your turn to go in," naming dog and master.

6. Each party to be allowed a friend agreeable to both parties, to be a silent observer in each corner, but to be kept a respectful distance from either dog, water, &c. If any unfair chicanery on either side is suspected, to be decided by the referee.



RAT KILLING RULES.

(EITHER FOR MATCHES OR PRIZES.)

1. Each dog to kill as many rats as he (the said dog) weighs pounds.

2. Any dog exceeding one quarter of a pound over the pounds he weighs is to kill one rat extra, unless otherwise agreed on.

3. The name of the owner, the color, name, &c., of the dog, weight and number of rats they have to kill must be written on separate slips of card and put into a hat or can.

4. A referee and a timekeeper to be appointed, with a stop-watch, and another person to look over him, the time to be kept by one watch only; and in case of any dispute, the decision of the referee to be final.

5. The smallest number of rats are to be put into the pit, a card is then to be drawn from the hat or can, and the number of rats named on it to be announced, and the rat catcher is to make up the number (if any is required), when the name of the owner and of his dog is to be announced.

6. The second is to let the dog go when the timekeeper is ready to take the time by anyone that may be agreed on.

7. The second is not to touch the dog or rat until he considers the rats are all dead. He is then to pick up his dog and call time dead, the timekeeper to stop his watch and announce the time. N. B.—If the second infringe upon this rule by touching the dog or rats for any purpose, the referee shall adjudge the dog to have lost the match.

8. If the owners of any dogs engaged in the match (but no other person) consider that the rats are not all killed, or that the second has picked up his dog foul—that is, he has taken up the dog before he had bitten all the rats—he is to appeal to the referee; and if he (the referee) considers that he has done so intentionally, the said

dog to be excluded. N. B.—If the referee considers that it is not a foul pick up, but that the rats are not all dead, he is to point them out; and if there is any doubt, the second is to tread on their tails, and if they crawl their whole length they are to be considered live rats, and the dog is to be put down again to kill them.

9. The dog is to be held in the middle of the pit, in a marked circle. When the timekeeper is ready he is to be let go, and the time he takes to kill them is to be added for the first time.

RULES FOR MATCHES.

1. The owner of each dog to provide, at the time named in the agreement, the number of rats that his dog is to kill.

2. Half of each person's rats is to be put in the pit, and then toss for choice of rats; and if the winner of the toss chooses the rats that are in the pit, his dog is to kill the first.

3. If one rat catcher finds rats for both parties, the rats (if possible) are all to be put in one cage; and the number of rats the first dog is to kill is to be put into the pit, when the parties are to toss for choice of rats, and the same proceedings to be observed as in Rule 2d, unless otherwise agreed on.

RULES FOR HANDICAP MATCHES.

1. Each dog must kill an equal number of rats to the number of pounds he weighs.

2. A five pound dog to kill five rats; a ten pound dog to kill two rats extra; a fifteen pound dog to kill three rats extra; a twenty pound dog to kill four rats extra; a twenty-five pound dog to kill five rats extra, or one extra rat for every additional five pounds weight.

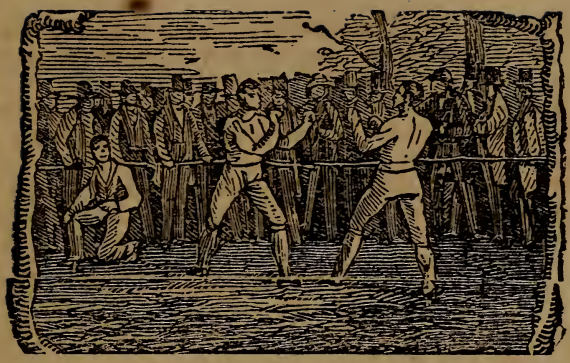
3. Any dog weighing one, two, three or four pounds between any of the above weights, one second of time shall be allowed to the time he kills his quantity of rats in; for instance, a seventeen pound dog kills three rats in fourteen seconds, he is to have two seconds added to his time, because he weighs seventeen pounds, which is two pounds above the specified weight, viz.:—a fifteen pound dog to kill three rats, and so on in the same proportion.

BADGER BAITING RULES.

1. The badger or coon box should be at least seven feet long, about sixteen inches high and one foot wide, with no turn in the end of it.

2. A dog must draw the coon or badger's head to the front inside of ten seconds, to count a draw.

3. No dog is allowed to run twice or to be sponged.



RULES OF THE PRIZE RING.

1. That the ring shall be made on turf, and shall be four-and-twenty feet square, formed of eight stakes and ropes, the latter extending in double lines, the uppermost line being four feet from the ground, and the lower two feet from the ground. That in the centre of the ring a mark be formed, to be termed a scratch.

2. That each man shall be attended to the ring by two seconds and a bottle-holder. That the combatants, on shaking hands, shall retire until the seconds of each have tossed for choice of position, which adjusted, the winner shall choose his corner according to the state of the wind or sun, and conduct his man thereto; the loser taking the opposite diagonal corner.

3. That each man shall be provided with a handkerchief of a color suitable to his own fancy, and that the seconds shall entwine these handkerchiefs at the upper end of one of the centre stakes. That these handkerchiefs shall be called "Colors," and that the winner of the battle at its conclusion shall be entitled to their possession as the trophy of victory.

4. The two umpires shall be chosen by the seconds or backers to watch the progress of the battle, and take exception to any breach of the rules hereafter stated. That a referee shall be chosen by the umpires, unless otherwise agreed on, to whom all disputes shall be referred; and that the decision of this referee, whatever it may be, shall be final and strictly binding on all parties, whether as to the matter in dispute or the issue of the battle. That the referee shall be provided with a watch for the purpose of calling time; the call of that referee only to be attended to, and no other person whatever shall interfere in calling time. That the referee shall withhold all opinion till appealed to by the umpires, and that the umpires strictly abide by his decision without dispute.

5. That on the men being stripped it shall be the duty of the seconds to examine their drawers, and if any objection arises as to insertion of improper substances therein they shall appeal to their umpires, who, with the concurrence of the referee, shall direct what alterations shall be made.

6. That the spikes in the fighting boots shall be confined to three in number, which shall not exceed three-eighths of an inch from the sole of the boot, and shall not be less than one-eighth of an inch broad at the point; two to be placed in the broadest part of the sole and one in the heel; and that in the event of a man's wearing any

other spikes, either in the toes or elsewhere, he shall be compelled either to remove them or provide other boots properly spiked, the penalty for refusal to be a loss of the stakes.

7. That both men being ready, each shall be conducted to that side of the scratch next his corner previously chosen; and the seconds on the one side, and the men on the other, having shaken hands, the former shall immediately leave the ring, and there remain till the round be finished, on no pretence whatever approaching their principals during the round, without permission from the referee. The penalty to be the loss of the battle to the offending parties.

8. That at the conclusion of the round, when one or both of the men shall be down, the seconds shall step into the ring and carry or conduct their principal to his corner, there affording him the necessary assistance, and that no person whatever be permitted to interfere in this duty.

9. That on the expiration of thirty seconds the referee appointed shall cry "Time," upon which each man shall rise from the knee of his second and walk to his own side of the scratch unaided; the seconds immediately leaving the ring. The penalty for either of them remaining eight seconds after the call of time to be the loss of the battle to his principal; and that either man failing to be at the scratch within eight seconds shall be deemed to have lost the battle.

10. That on no consideration whatever shall any person, except the seconds or the referee, be permitted to enter the ring during the battle, nor till it shall have been concluded; and that in the event of such unfair practice, or the ropes or stakes being disturbed or removed, it shall be in the power of the referee to award the victory to that man who, in his honest opinion, shall have the best of the contest.

11. That the seconds shall not interfere, advise, or direct the adversary of their principal, and shall refrain from all offensive and irritating expressions, in all respects conducting themselves with order and decorum, and confine themselves to the diligent and careful discharge of their duties to their principals.

12. That in picking up their men, should the seconds wilfully injure the antagonist of their principal, the latter shall be deemed to have forfeited the battle on the decision of the referee.

13. That it shall be a fair "stand up fight," and if either man shall wilfully throw himself down without receiving a blow, *whether blows shall have previously been exchanged or not*, he shall be deemed to have lost the battle; but that this rule shall not apply to a man who in a close slips down from the grasp of his opponent to avoid punishment, or from obvious accident or weakness.

14. That butting with the head shall be deemed foul, and the party resorting to this practice shall be deemed to have lost the battle.

15. That a blow struck when a man is thrown or down shall be deemed foul. That a man with one knee and one hand on the ground, or with both knees on the ground, shall be deemed down; and a blow given in either of those positions shall be considered foul, providing always that, when in such position, the man so down shall not himself strike or attempt to strike.

16. That a blow struck below the waistband shall be deemed foul, and that, in a close, seizing an antagonist below the waist, by the thigh, or othewise, shall be deemed foul.

17. That all attempts to inflict injury by gouging, or tearing the flesh with the fingers or nails, and biting, shall be deemed foul.

18. That kicking, or deliberately falling on an antagonist with the knees or otherwise when down, shall be deemed foul.

19. That all bets shall be paid as the battle money, after a fight is awarded.

20. The referee and umpires shall take their positions in front of the centre stake, outside the ropes.

21. That due notice shall be given by the stakeholder of the day and place where the battle money is to be given up, and that he be exonerated from all responsibility upon obeying the direction of the referee; that all parties be strictly bound by these rules; and that in future all articles of agreement for a contest be entered into with a strict and willing adherence to the letter and spirit of these rules.

22. That in the event of magisterial or other interference, or in case of darkness coming on, the referee [or stakeholder in case no referee has been chosen] shall have the power to name the time and place for the next meeting, if possible on the same day, or as soon after as may be. In naming the second or third place the nearest spot shall be selected to the original place of fighting where there is a chance of its being fought out.

23. That should the fight not be decided on the day all bets shall be drawn, unless the fight shall be resumed the same week, between Sunday and Sunday, in which case the referee's duties shall continue and the bets shall stand and be decided by the event. The battle money shall remain in the hands of the stakeholder until fairly won or lost by a fight, unless a draw be mutually agreed upon, or, in case of a postponement, one of the principals shall be absent, when the man in the ring shall be awarded the stakes.

24. That any pugilist voluntarily quitting the ring previous to the deliberate judgment of the referee being obtained shall be deemed to have lost the fight.

25. That on an objection being made by the seconds or umpire the men shall retire to their corners, and there remain until the decision of the appointed authorities shall be obtained; that if pronounced "foul," the battle shall be at an end; but if "fair," "time" shall be called by the party appointed, and the man absent from the scratch in eight seconds after shall be deemed to have lost the fight. The decision in all cases to be given promptly and irrevocably, for which purpose the umpires and the referee should be invariably close together.

26. That if a man leaves the ring, either to escape punishment or for any other purpose, without the permission of the referee, unless he is involuntarily forced out, shall forfeit the battle.

27. That the use of hard substances, such as stones, or sticks, or of resin in the hand during the battle, shall be deemed foul, and that on the requisition of the seconds of either man the accused shall open his hands for the examination of the referee.

28. That hugging on the ropes shall be deemed foul. That a man held by the neck against the stakes, or upon or against the ropes, shall be considered down, and all interference with him in that position shall be foul. That if a man in any way makes use of the ropes or stakes to aid him in squeezing his adversary, he shall be deemed the loser of the battle; and that if a man in a close reaches the ground with his knees, his adversary shall immediately loose him or lose the battle.

29. That all glove or room fights be as nearly as possible in conformity with the foregoing rules.

COCK FIGHTING RULES.

SYRACUSE (N. Y.,) RULES.

1. The pit shall be at least twelve feet square, with a board two feet six inches long across each corner, and eighteen inches high, the bottom covered with sawdust, tanbark or carpet, as shall be agreed upon; there shall be a line drawn across the centre, and one a foot each way from the centre line.

2. Each pitter shall choose an umpire, the umpires to choose a referee whose decision, when the umpires cannot agree, shall be final.

3. After the first handling the cocks shall be delivered on the outer lines square on their feet.

4. A fair inch and a quarter round heel to be used, unless otherwise agreed upon.

5. Chickens shall take their age from the first day of March, and shall be chickens during the following fighting season; that is, for the following fifteen months.

6. The hackle to be cut off or not, as the parties shall agree upon.

7. The pitter shall not handle his cock after being delivered in the pit without counting ten and his adversary's cock refusing to fight, except that he is fast in the pit, in himself, or in the other cock.

8. A cock on his back can be turned on his side, or if his wing is out it can be placed under him without putting him on his feet.

9. No pitter shall draw his own heel when he is fast in the other cock.

10. In billing the cocks before the fight, if one cock refuses and the other shows fight, the one showing shall win the match.

11. The pitter who has the count shall count ten five times, naming each ten as once, twice, and so on, and shall handle after each ten, and after the fifth ten the cocks shall be fairly breasted; he is then to count thirty and breast them twenty and out.

12. When a cock is pounded, and no one takes it, the pitter of the cock the odds are on shall count twenty, say, "Who takes it?" three times, and win. If the poundage is taken, the pitter shall count as if there was no poundage; the poundage shall be twenty dollars to

one, to be thrown into the pit or put up in the referee's hands, the pitter to be satisfied that the money is up; if this is not done the pitter is to count as if there was no poundage.

13. The pitter of the cock making fight last to have the count.

14. If a cock is pounded and the poundage is taken, then if the cock the odds are against shall knock down the other cock, and the other cock is pounded, if the pitter of the cock pounded last shall count twenty, say "Who takes?" three times before the poundage is taken, he shall win the fight.

15. After the cock has been delivered, the pitter shall not clean his cock's beak or eyes, nor squeeze or press him against the ground.

16. The cock having the count wins the fight if he dies before the count is out. A cock breaking to get away is not a fighting cock.

17. Neither cock to be taken from the pit or the heels taken off without the referee's consent.

18. A man fighting a cock heavier than represented in the marked list shall lose the fight, although he wins. The cocks to be weighed before leaving the pit; if both cocks are over weight the fight is a draw.

19. In case of appeal, the fighting shall cease until the decision is given.

20. All bets to follow the referee's decision.

21. Any violation of the above rules loses the match.

NEW YORK RULES.

Article 1. The pit shall be a circular pit, at least eighteen feet in diameter and not less than sixteen inches in height, the floor of which shall be covered with carpet or some other suitable material. There shall be a chalk or other mark made as near as can be to the centre of the pit. There shall also be two outer marks, which shall be one foot each way from the centre mark.

2. The pitters shall each choose one judge, who shall choose a referee. Said judge shall decide all matters in dispute during the pendency of the fight, but, in case of their inability to agree, then it shall be the duty of the referee to decide, and his decision shall be final.

3. Chickens shall take their age from the 1st day of March, and shall be chickens during the following fighting season, to wit:—From the 1st day of March, 1873, to the 1st day of June, 1874.

4. It shall be deemed foul for either of the respective pitters to pit a cock or chicken with what is termed a foul hackle—that is, any of the featners left whole on the mane or neck.

5. The pitters shall let each cock bill each other three or more times, but this is not to be so construed that the pitter of a cock has a right to bill with his opponent's cock for the purpose of fatiguing him.

6. No person shall be permitted to handle his fowl after he is fairly delivered in the pit, unless he counts ten, clear and distinct, without either cock making fight; or shall be fast in his adversary, or fast in the carpet, or hung in the web of the pit, or in himself.

7. Any cock that may get on his back, the pitter thereof shall turn him off it, but not take him off the ground he is lying on.

8. Whenever a cock is fast in his adversary, the pitter of the cock the spurs are fast in shall draw them out, but the pitter of a cock has no right to draw out his own spur, except when fast in himself, or in the carpet, or in the web of the pit.

9. When either pitter shall have counted ten tens successively, without the cock refusing fight, making fight, again breasting them fair on their feet, breast to breast and beak to beak, on the centre score or mark, on the fifth ten being told, and also on the ninth ten being told, shall have won the fight. The pitters are bound to tell each ten as they count them, as follows:—Once, twice, etc.

10. No pitter, after the cocks have been delivered in the pit, shall be permitted to clean their beaks, or eyes, by blowing or otherwise, or of squeezing his fowl, or pressing him against the floor during the pendency of a fight,

11. When a cock is pounded, and no person takes it until the pitter counts twenty twice, and calls three times "Who takes it?" and no person does take it, it is a battle to the cock the odds are on; but the pitter of the pounded cock has the right to have the pound put up, that is, twenty dollars against one; should not this be complied with, then the pitter shall go on as though there was no poundage.

12. If a cock is pounded and the poundage taken, and if the cock the odds are laid against should get up and knock down his adversary, then if the other cock is pounded and the poundage not taken, before the pitter counts twenty twice, and calls out "Who takes it?" three times, he wins, although there was a poundage before.

13. It shall be the duty of the respective pitters to deliver their cocks fair on their feet on the outer mark or score, facing each other, and in a standing position, except on the fifth ten being told; and also on the ninth ten being told, when they shall be placed on the centre score, breast to breast and beak to beak, in like manner. Any pitter being guilty of shoving his fowl across the score, or of pinching him, or using any other unfair means for the purpose of making his cock fight, shall lose the fight.

14. If both cocks fight together, and then both should refuse until they are counted out, in such cases a fresh cock is to be hoveled and brought into the pit, and the pitters are to toss for which cock is to set to first; he that wins has the choice; then the one which is to set to last is to be taken up, but not carried out of the pit. The hoveled cock is then to be put down to the other and let fight, whilst the judges, or one of them, shall count twenty and the other in like manner, and if one fight and the other refuse, it is a battle to the fighting cock; but if both fight or both refuse, it is a drawn battle.

N. B.—This rule is rarely carried into effect, but any pitter can exact it if he thinks proper to do so.

15. If both cocks refuse fighting until four, five or more, or less tens are counted, the pitters shall continue their count until one cock has refused ten times; for when a pitter begins to count, he counts for both cocks.

16. If a cock should die before they are counted out, if he fights last he wins the battle; this, however, is not to apply when his adversary is running away

17. The crowing or raising of the hackle of a cock is not fight, nor is fighting at the pitter's hands.

18. A breaking cock is a fighting cock, but a cock breaking from his adversary is not fight.

19. If any dispute arises between the pitters on the result of a fight, the cocks are not to be taken out of the pit, nor the gaffs taken off until it is decided by the judges or referee.

20. Each cock, within two ounces of each other, shall be a match; except blinkers when fighting against two-eyed cocks, an allowance from three to five ounces shall be made; when blinkers are matched against each other, the same rule to apply as to two-eyed cocks.

21. All matches must be fought with heels, round from the socket to the point, not exceeding one and a quarter inches in length, unless otherwise agreed upon. Drop Sockets, Cutters, Slashers and Twisted heels shall be considered foul.

22. Previous to heeling the cocks, in fighting mains, the four spurs, of same pattern and size, shall be placed together, and the pitters shall toss for choice of them.

23. In all mains, at the end of each battle, the judges shall order the spurs to be changed, *i. e.*, the spurs of the winning cock to be placed on the loser's next fowl, and changed at the end of every battle.

24. Any person fighting a cock heavier than he is represented on the match list shall lose the fight, although he may have won.

25. In all cases of appeal, fighting ceases until the judges or the referee give their decision, which shall be final and strictly to the question before them.

26. When a bet is made it cannot be declared off unless by consent of both parties; all outside bets to go according to the main bet.

27. Each pitter, when delivering his cock on the score, shall take his hands off him as quickly as possible.

28. Any person violating any of the above rules shall be deemed to have lost the match.

ALBANY (N. Y.) RULES.

1. Each and every cock to be weighed before fighting, any cock exceeding the weight named, forfeits the match, two ounces always being given or taken.

2. Cocks to be shown with long hackle, with fair inch and a quarter round, low socket heels.

3. The crowing of a cock or throwing up the hackle in the hands of the handler does not denote fight.

4. The cocks to be picked and brought to the station and delivered.

5. Cocks shall not be handled while fighting.

6. The last cock showing fight is entitled to the count, which is five times ten, counted out loud when they are breasted.

7. If either cock refuses fight, after the count of ten five times in succession, after being breasted the one that had the count counts thirty, and then twenty, when the other cock is counted out.

8. When a cock is pounded and not taken, the pitter counts twenty, then asks "Who takes it?" three times, and that wins.

9. If one cock is standing on another, neither cock is to be touched while their feathers are touching—when free, if one cock is on his

back, or if his wing is away from him, the handler can put his wing under him, but not to put him on his feet.

10. The referee's decision to be final in all cases.

WESTERN NEW YORK RULES.

1. The pit shall be at least twelve feet in diameter and ten inches in height. A chalk mark in the centre, and two outer marks eighteen inches from the centre.

2. The handlers shall choose a judge to decide all matters in dispute during the fighting. In all cases of appeal the fighting ceases until the judge gives his decision, which shall be final. If any dispute arises between the pitters the cocks are not to be taken from the pit, nor the spurs taken off until it is decided by the judge.

3. Cocks within two ounces are a match, except blinkers, when three to five ounces should be allowed.

4. The spurs shall be one and a quarter inch, round head, fair from socket to point, to be changed every fight.

5. The pitters shall deliver their cocks fair on their feet on the outer mark, excepting the first scoring, which should be at least four feet from the centre score.

6. When one cock has refused to fight, the pitter of the fighting cock shall count ten clear and distinct, and appeal to the judge for a count. If allowed, he will count five tens, naming and scoring at each ten at the outer score. At the fifth ten they will breast at the centre, and the pitter of the cock that has the count shall count twenty and win the fight.

7. If during a count both cocks refuse to fight, the pitter of the cock fighting last shall be entitled to the count. The judge shall decide who is entitled to the count if both pitters claim the count.

8. If a cock fights last, he wins the fight even should he die before the count is out. A cock picking is a fighting cock, excepting on the fifth ten being told, when he must be a breaking cock to break the count. A fighting cock does not break his own count.

9. A pitter is not allowed to handle his cock after he is delivered without counting ten clear and distinct, and one cock refusing to fight. The judge shall overlook a small error, and to the best of his knowledge let the best cock win.

10. Any pitter guilty of squeezing his bird, or shoving him across the score, or taking feathers from or sucking or wiping his beak, shall be deemed foul handling, and if claimed he shall lose the fight.

11. The birds shall be weighed before leaving the pit, before or after the fight, as agreed upon. If the winner is heavier than the match list provides, he loses. Two ounces over check weight is a match.

12. The poundage shall be twenty to one. The pitter of the cock pounding shall count twenty twice, at the end of which he shall say, *Who takes?* three times. The money shall be put in the pit; if not taken he wins; if taken he shall count five tens, as usual. A cock can be pounded five times; if taken once he can pound him again,

the odds and taken money to be handed to the judge by one of the pitters.

13. A cock pounded, if he in turn has recovered, can pound the cock that the odds were first on.

14. The birds shall, if hackled, be sure to have no foul hackle.

15. A cock on his back can be turned over by his handler, but not on his side. The handler can only handle his bird without asking the judge when he is fast in himself or in the pit. The judge should say quickly, when they are fast in each other, *Handle!*

16. The judge's decision in all cases is to be final.

17. A cock running away cannot win. If both run, they shall be tried by a fresh cock; if one fights and the other does not, the fighting cock wins; if both refuse, the fight shall be declared a draw.

18. Any violation of the above rules loses the fight.

BOSTON (MASS.) RULES.

1. All fowls brought to the pit must be weighed and marked down, for those to see that have fowls to fight.

2. Fowls within two ounces are a match.

3. A stag is allowed four ounces when he fights against a cock.

4. A blinker is allowed four ounces when he fights against a sound fowl.

5. Fowls being ready, brought to pit.

6. Each man takes his station and sets his fowl to the right or left, as he pleases; there remains till the fowls are in one another, or in the tan, or on his back.

7. The handler shall not assist his fowl from where he sits him; if he does, he forfeits the battle

8. In no case shall they handle the fowls, unless they are in one another, or can count ten between fighting.

9. The fowls in hand, each man to his station; either counting ten, the fowls must be set, or the delinquent loses the match.

10. The fowls set, either refuses to show fight, the last that showed has the count, which is five times ten, and then they are breasted.

11. The fowls are breasted at every five times ten, after once being breasted.

12. The fowls brought to the breast, the one that had the count counts five times ten more, and then twenty—then he claims the battle, which is his.

13. In case the fowls show while counting, it destroys the count, and they commence again.

14. In case a fowl is on his back, his handler can turn him over.

15. In all cases the parties can select judges from the company present.

16. In no case shall any person talk with the handlers while the fowls are fighting.

17. All weighing will be left to a man selected for the purpose.

18. All matches will be fought with round heels, unless otherwise agreed upon.

19. A man known to use any other, unless agreed upon, forfeits the battle.

20. All cutters, slashers and twisted heels are barred from the pit.

21. In all cases the last fowl that shows fight has the count.

22. All fowls brought to the pit that do not show fight, do not lose the battle, unless otherwise agreed upon.

BALTIMORE (MD.) RULES.

1. All birds shall be weighed, give or take two ounces, shall be a match or otherwise, if parties see fit to make it so.

2. When a stag is matched against a cock, the stag will be entitled to four ounces advance in weight. Blinkers are allowed four ounces when fighting against two-eyed cocks.

3. The handlers shall each choose one judge, who shall choose a referee; said judges shall decide all matters in dispute during the pendency of the fight. But in case of their inability to agree, then it shall be the duty of the referee to decide, and his decision shall be final.

4. Thirty seconds (or a count of fifteen by the judge or referee, as the handlers may agree) shall be allowed between each and every round.

5. It shall be the duty of the referee to keep time between the rounds, and notify the handlers to get ready at twenty-five seconds, call time at thirty seconds, when the handlers must be prompt in piting their cocks, and if either handler refuse to do so he shall lose the fight.

6. It shall be fair for handlers to pull feathers and sling blood, or any other thing to help the bird between handlings.

7. It shall be foul for A or B to touch their birds while fighting, unless one is fast to the other, but if a bird should unfortunately fasten himself with his own heel it shall be fair to handle, but on no other consideration, and either handler violating or deviating from the above rules shall lose his fight.

8. In counting, the bird showing fight last shall be entitled to the count.

9. The handlers shall pit their birds in their respective places when time is called, and the handler having the count shall count ten, then handle two more successive times and count ten each time. When time is called again, the birds shall be placed in the centre of the pit, breast to breast and beak to beak, and twenty more counted, and if the bird not having the count refuse to fight, the one having it shall be declared the winner.

10. It shall be the duty of the respective handlers to deliver their birds fair on their feet at each pitting, on the mark or score facing each other and in a standing position.

11. A peck or blow at the opponent's bird, and not at his handler, will be considered fighting.

12. When time is called, the handlers must let go their birds from their respective places, fair and square; for it shall be foul for

either handler to pitch or toss his bird upon his opponent's, and either one violating the above rule shall lose his fight.

13. If both birds fight together, and then if both should refuse, they are to be pitted at the outer score twice, and then breasted on the centre score, breast to breast and beak to beak, in a standing position; in this case the birds are to lay in the pit thirty seconds at each pitting, and at the last pitting, if both should refuse, it is a drawn battle.

14. In the case of a bird that dies, if he fights last and his handler has the count he wins the battle.

15. Whenever a bird is fast in his adversary, the handler of the bird the spurs are fast in shall draw them out, but the handler of a bird has no right to draw out his own spur except when fast in himself, or in the floor, or in the web of the pit.

16. The greasing, peppering or soaping a cock, or any other external applications, are unfair practices, and by no means admissible in this amusement.

17. The handlers are to give the birds room to fight, and not to hover and press on them so as to retard their striking.

18. Any person fighting a bird heavier than he is represented on the match list, shall lose the fight although he may have won.

19. In all cases of appeal, fighting ceases until the judges, or the referee, give their decision, which shall be final and strictly to the question before them.

20. Each handler, when delivering his bird on the score, shall take his hands off him as quickly as possible.

21. No handler shall touch his bird unless at the times mentioned in the foregoing rules.

22. If any dispute arises between the handlers on the result of the fight, the birds are not to be taken out of the pit, nor the gaffs taken off until it is decided by the judges or referee.

23. It shall be the duty of the judges and referee to watch all movements of the fights, and judge according to the above rules.

24. When a bet is made it cannot be declared off unless by consent of both parties, all outside bets to go according to the main bet.

25. Any person violating any of the above rules shall be deemed to have lost the match.

VIRGINIA OR SOUTHERN RULES.

ARTICLE 1. On the morning the main is to commence, the parties decide by lot who shows first. It is to be remembered that the party obtaining choice generally chooses to weigh first, and, consequently, obliges the adverse party to show first, as the party showing first weighs last. When the show is made by the party, the door of the cock house is to be locked, and the key given to the other party, who immediately repairs to his cock house and prepares for weighing. There ought to be provided a pair of good scales, and weights as low down as half an ounce. One or two judges to be appointed to weigh the cocks. Each party, by weighing the cocks intended for the show a day or two beforehand, and having all their respective weights, would greatly facilitate the

business of the judges. There should be two writers to take down the colors, weights, marks, &c., of each cock. There ought to be no feathers cut or plucked from the cocks before they are brought to the scale, except a few from behind to keep them clean, and their wings and tail clipped a little.

2. As soon as the cocks are all weighed, the judge, the writers and principals of each party, and as many besides as the parties may agree on, are to retire for the purpose of matching. They are to make all even matches first, then those within one ounce, and afterwards those within two ounces; but if more matches can be made by breaking an even or one ounce match, it is to be done.

3. On the day of the showing only one battle is to be fought. It is to be remembered that the party winning the show gains also the choice of fighting this first battle with any particular cocks in the match; afterwards they begin with the lightest pair first, and so on up to the heaviest, fighting them in rotation, as they increase in weight. This first battle, too, will fix the mode of trimming.

RULES TO BE OBSERVED ON THE PIT.

1. When the cocks are on the pit, the judges are to examine whether they answer the description taken in the match bill, and whether they are fairly trimmed and have on fair heels. If all be right and fair, the pitters are to deliver their cocks six feet apart (or thereabouts), and retire a step or two back; but if a wrong cock should be produced, the party so offending forfeits that battle.

2. All heels that are round from the socket to the point are allowed to be fair; any pitter bringing a cock on the pit with any other kind of heels, except by particular agreement, forfeits the battle.

3. If either cock should be trimmed with a close, unfair hackle, the judge shall direct the other to be cut in the same manner; and at that time shall observe to the pitter that if he brings another cock in the like situation, unless he shall have been previously trimmed, he shall forfeit the battle.

4. A pitter, when he delivers his cock, shall retire two paces back, and not advance or walk round his cock, until a blow is passed.

5. An interval of ten minutes shall be allowed between the termination of one battle and the commencement of another.

6. No pitter shall pull a feather out of a cock's mouth, nor from over his eyes or head, or pluck him by the breast, to make him fight, or pinch him for the like purpose, under penalty of forfeiting the battle.

7. The pitters are to give their cocks room to fight, and are not to hover or press on them, so as to retard them from striking.

8. Greasing, peppering, muffing and soaping a cock, or any other external application, are unfair practices, and by no means admissible in this amusement.

9. The judge, when required, may suffer a pitter to call in a few of his friends to assist in catching his cock, who are to retire im-

mediately as soon as the cock is caught, and in no other instance is the judge to suffer the pit to be broken.

10. All cocks on their backs are to be immediately turned over on their bellies, by their respective pitters, at all times.

11. A cock, when down, is to have a wing given to him, if he needs it, unless his adversary is on it, but his pitter is to place the wing gently in its proper position, and not to lift the cock, and no wing is to be given unless absolutely necessary.

12. If either cock should be hanged in himself, in the pit or canvas, he is to be loosed by his pitter, but if in his adversary, both pitters are immediately to lay hold of their respective cocks, and the pitter whose cock is hung shall hold him steadily whilst the adverse party draws out the heel, and then they shall take their cocks asunder a sufficient distance for them fairly to renew the combat.

13. Should the cocks separate, and the judge be unable to decide which fought last, he shall, at his discretion, direct the pitters to carry their cocks to the middle of the pit, and deliver them beak to beak, unless either of them is blind, in which case they are to be shouldered; that is, delivered with their breasts touching, each pitter taking care to deliver his cock at this, as well as at all other times, with one hand.

14. When both cocks cease fighting, it is then in the power of the pitter of the last fighting cock, unless they touch each other, to demand a count of the judge, who shall count 40 deliberately, which, when counted out, is not to be counted again during the battle. Then the pitters shall catch their cocks, and carry them to the middle of the pit, and deliver them beak to beak, but to be shouldered if either of them is blind, as before. Then, if either cock refuses or neglects to fight, the judge shall count ten, and shall call out "once refused," and shall direct the pitters to bring their cocks again to the middle of the pit, and put to as before; and if the same cock in like manner refuses, shall count ten again and call out "twice refused," and so proceed until one cock thus refuses 6 times successively. The judge shall then determine the battle against such cock.

15. If either cock die before the judge can finish the counting of the law, the battle is to be given to the living cock, and if both die the longest liver wins the battle.

16. The pitters are not to touch their cocks whilst the judge is in the act of counting.

17. No pitter is ever to lay hold of his adversary's cock unless to draw out the heel, and then he must take him below the knee. Then there shall be no second delivery; that is, after he is once delivered, he shall not be touched until a blow is struck, unless ordered by the judge.

18. No pitter shall touch his cock, unless at the times mentioned in the foregoing rules.

19. If any pitter acts contrary to these rules, the judge, if called on at the time, shall give the battle against him.

NEW ORLEANS (LA.) RULES.

1. All birds shall be weighed; give or take two ounces shall be a match or otherwise, if parties see fit to make it so.

2. All heels to be fought with, shall be round from socket to a point, or as near so as can be made.

3. When a stag is matched against a cock the stag will be entitled to four ounces advance in weight.

4. It shall be fair for handlers to pull feathers and sling blood, or any other thing to help the bird between handlings.

5. It shall be foul for A or B to touch their birds while fighting, unless one is fast to the other, but if a bird should unfortunately fasten himself with his own heel, it shall be fair to handle, but on no other consideration, and either handler violating or deviating from the above rule shall lose his fight.

6. Thirty seconds shall be allowed between each and every round.

7. In counting, the bird showing fight last shall be entitled to the count, but if his handler refuse to take the count, the opposite handler shall be entitled to it.

8. The handler having the count shall pit his bird in his respective place when time is called, and count ten, then handle three more successive times; when time is called again the birds shall be placed in the centre of the pit, breast to breast, and forty more counted, and if the bird not having the count refuse to fight, the one having it shall be declared the winner.

9. A peck or blow at the opponent's bird, and not at his handler, will be considered fighting.

10. When time is called, the handlers must let go their birds from their respective places, fair and square, for it shall be foul for either handler to pitch or toss his bird upon his opponent's, and either one violating the above rule shall lose his fight.

11. Each party shall choose a judge, and the judges choose a disinterested party as a referee. No referee will be competent who has bet on either side, or is otherwise interested.

12. It shall be the duty of the judges and referee to watch all movements of the fight, and judge according to the above rules. The referee will be confined to the opinions of the judges only, and his decision is final.

13. It shall be the duty of the referee to keep time between the rounds and notify the handlers to get ready at twenty-five seconds, then call time at thirty seconds, when the handlers must be prompt in pitting their birds, and if either handler refuse to do so, he shall lose his fight.

DETROIT (MICH.) RULES.

Rule 1. All birds shall be weighed. Give or take two oz. shall be a match.

2. When a stag is matched against a cock, the stag shall be allowed five ounces the advantage.

3. All birds shall be cut out and deprived of their hackle or glossy feathers.

4. Gaffs, spurs or heels must be round from socket to point.

5. It shall be fair for handlers to pull feathers and sling blood.

6. It shall be foul for A or B to touch their birds while fighting, unless one is fast to the other. But if a cock should unfortunately

fasten himself with his own heels, it shall be fair to handle, but on no other consideration, and either handler violating or deviating from the above rule shall lose his fight.

7. The longest liver, when both cocks are mortally wounded, shall be declared the winner.

8. Thirty seconds shall be allowed between each and every round.

9. In counting, the bird showing fight last shall be entitled to the count, but if the handler does not take the count, the opposite handler shall be entitled to take it.

10. The handler having the count shall count ten and pit his bird in his respective place, and count ten again, and so on until he has counted forty, then the birds must be piled breast to breast, and he must count forty, and the battle is over unless the opposite bird shows fight by making a peck, which breaks the count, and the fight proceeds.

11. When time is called the handlers must let go their birds from their respective places fair and square, for it shall be foul for either handler to toss or pitch his bird upon his opponent's, and either violating the above rule shall lose the fight.

12. Each party shall choose a judge, and the judge shall choose a disinterested person, who shall be styled the referee. No person shall be considered competent to act as referee if it be known that he has bet one cent, more or less, on the match or matches.

13. It shall be the duty of the judges to watch the motions of the handlers, and, if anything foul occurs, they must appeal to the referee, and his decision must be final; however, it will be the duty of the referee to notice all complaints from the judges only, and, after due consideration, his decision must be given in strict accordance with the above rules.

14. It shall be the duty of the referee to call time between the rounds, and at the call of time the handlers must be prompt, and if either handler refuses to obey he shall lose his fight.

SAN FRANCISCO (CAL.) RULES.

1. When the cocks are brought to the pit the pitters enter the same, and no other person or persons shall be admitted within its limits. The pitters then proceed to examine the cocks and see that they have on fair heels. Secondly, that neither of the parties have resorted to the unmanly and foul practice of greasing, soaping, peppering, or making any other external application, all of which are foul and inadmissible.

2. All things being right and fair, the pitters shall deliver their cocks fairly on their feet upon the score, and then retire one or two steps, and not move their hands or walk around their cocks until a blow is struck, then they may approach their cocks for the purpose of handling them when they hang, but they are not to hover over the cocks so as to retard or prevent them from making a blow, and if either cock refuses to make fight, it shall then be considered no match.

3. When the cocks are hanged the pitters shall lay hold of their

respective cocks, and the party whose cock is hanged shall hold him steadily while the reverse party draws the heel, nor shall either party cause, in any manner, unnecessary injury or punishment while the heels are being extracted, and as soon as the cocks are freed they shall again be delivered on the score.

4. All cocks hanged in the canvas, ground, or in themselves, shall be loosened by their respective pitters at all times.

5. When one or both cocks are hanged, it is necessary to handle them and deliver them at the score, so they may renew the combat fairly.

6. When the cocks are put to, if either cock refuses to fight, the other pitter has a right to the count, when he proceeds to count forty deliberately, which, when counted, is not to be counted again during that battle.

7. Should either or both cocks, after being delivered, not make fight, the pitter whose cock fought last shall be entitled to the count, when he shall count deliberately six times ten, and at every count they shall both handle and deliver their cocks on the score. On the third and sixth count they shall deliver their cocks breast to breast, and if on the sixth count, after being so delivered, they do not make fight, the pitter having the count shall have won the fight.

8. If in counting the law the other cock makes fight, that breaks the count, and if he is the last fighter he is entitled to the count; but one must refuse or neglect to make fight six successive times before the battle can be decided against him.

9. If either or both cocks die before the pitters finish counting the law, the fight shall be awarded to the last fighting cock.

10. Neither pitter shall be allowed to touch or handle his cock while counting the law.

11. No pitter shall be allowed to suck or sling blood from his cock's throat or mouth, nor pluck feathers from over his eyes or out of his mouth.

12. All cocks lying on their backs shall be turned on their bellies by their respective pitters, at all times, provided the other cock is not standing on him. If his pitter neglect or refuse to turn him, it is then admissible for the other pitter to turn him gently on his belly.

13. All cocks shall have a wing given them, provided the other is not upon it. In giving the wing it is to be placed gently by his side, without raising the cock or helping him on his feet.

14. When both cocks break together, and the pitters and judges are unable to decide which fought last, or when both are hanged in each other, it shall be the duty of the judges to order them to the score; then if both refuse to fight, the pitters shall count the law, and have them put to as if the count were actually going on; and if neither make fight before the count is finished the fight shall be pronounced drawn.

15. Any pitter acting contrary to the foregoing rules forfeits the battle.

CANADIAN RULES.

Rule 1. All birds shall be *weighed*, give or take two ounces, shall be a match or otherwise, if parties see fit to make it so.

2. All heels to be fought with *shall be round*, from socket to point, or as near as can be made.

3. When a stag is matched against a cock, the stag will be entitled to four ounces advance in weight.

4. It shall be fair for handlers to pull feathers and sling blood, or any other thing to help the bird between handlings.

5. It shall be foul for A or B to touch their birds while fighting, unless one is fast to the other, but if a bird should unfortunately *fasten himself* with his own heel, *it shall be fair to handle*, but on no other consideration, and either handler violating or deviating from the above rule shall lose his fight.

6. Thirty seconds shall be allowed before each and every round.

7. In counting, the bird showing fight last shall be entitled to the count, but if his handler refuses to take the count, the opposite handler shall be entitled to it.

8. The handler having the count shall pit his bird in his respective place *when time is called*, and count ten, then handle three more successive times; when time is called again, the birds shall be placed in the centre of the pit, *breast to breast*, and forty more counted, and if the bird not having the count refuses to fight, the one having it shall be declared the winner.

9. A peck or blow at the opponent's bird, and not at his handler, will be considered fighting.

10. When time is called the handlers must let go their birds from their respective places, *fair and square*, for it shall be *foul* for either handler to pitch or toss his bird upon his opponent's, and either one violating the above rule shall lose his fight.

11. Each party shall choose a judge, and the judges choose a *disinterested party* as a referee. No referee will be competent who has bet on either side, or is otherwise interested.

12. It shall be the duty of the judges and referee to watch all movements of the fight, and judge according to the above rules. The referee will be confined to the opinions of the judges only, *and his decision final.*

13. It shall be the duty of the referee to *keep time* between the rounds, and notify the handlers to get ready at *twenty-five seconds*, then call *time* at *thirty seconds*, when the handlers must be prompt in pitting their birds; and if either handler refuses to do so, he shall lose his fight.

ROYAL COCK PIT RULES OF WESTMINSTER, ENG.

1. That every person show and put his cock into the pit with a fair hackle, not too near shorn, or out, nor with any other fraud.

2. That every cock fight as he is first shown in the pit, without shearing or cutting any feathers afterward, except with the consent of both the masters of the match.

3. When both cocks are set down to fight, and one of them runs away before they have struck three mouthing blows, it is adjudged no battle to the persons who bet.

4. No person to set-to but those who are appointed by the masters of the match.

5. When a cock shall come setting-to, and both cocks refuse to fight ten times successively according to law, then a fresh cock shall be hoveled, and the masters of the match must agree which of them shall turn the cock down; after that, if both fight, or both refuse, to be deemed a drawn battle; but if one should fight, and the other refuse, the battle to be allowed won by the fighting cock.

6. After the person appointed by the masters to tell the law shall have told twice twenty, the cocks to be set-to, beak to beak if they both see, but if either be blind, then the blind cock to touch; and on their refusing to fight, the person appointed as before is to tell ten between each setting-to, till one of the cocks has refused to fight ten times successively.

7. When ten pounds to a crown are laid on the battle, and not taken, after twice twenty is told, the battle is determined as won by that cock the odds are on.

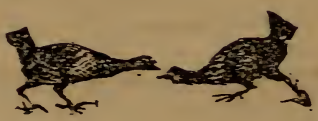
8. That no person shall make any cavil or speech about matching of cocks, either to matchers or owners, after the cocks are once put together.

9. A master of a match has a right to remove any person out of the lower ring.

10. No person can make a confirmed bet void without mutual consent.

11. Bets to be paid on clear proof by creditable witnesses, even though they have not been demanded immediately after the battle is over.

12. It is recommended that all disputes be finally determined by the masters of the match, and two other gentlemen whom they shall appoint; and in case the four cannot agree, then they shall fix on a fifth, whose determination shall be final.



WRESTLING RULES.

SQUARE HOLD OR COLLAR AND ELBOW RULES.

1. The men shall wear knit shirt and short coat or jacket, not extending below the hips, with strong collar and elbow for grasp of the opponent, and thin rubber sandals on the feet.

2. Each man shall take hold of the collar of his opponent with his right hand, while with the left he must take hold of his elbow.

3. Both men shall stand up breast to breast, with limber arms and show fair and equal play.

4. Either man who shall break his hold with one or both hands, to save himself from a fall, shall forfeit said fall.

5. Kicking the limbs or privates strictly prohibited, and the offence forfeits the contest.

6. The falls must be square back falls, or two hips and one shoulder, or two shoulders and one hip to strike the ground or floor, to constitute a fall.

7. Striking upon the face, side or knees, is no fall, and nothing shall be allowed for forcing a man from such positions to his back.

8. Going down on one or both knees is fair, as long as both men keep their holds.

9. No butting shall be allowed under any circumstances.

10. Not less than ten nor more than twenty minutes' rest allowed between each wrestling bout.

11. The match shall be first fall, best two in three, or three in five, according to stipulation.

12. The ring to be twenty-four feet square, and nobody to be al-

lowed inside except the referee and two umpires, who shall be chosen on the day of the contest. Referee's decision to be final.

CATCH AS CATCH CAN RULES.

1. No hold barred out whatever except the privates, and whoever resorts to this shall lose one fall for the first offence, and on repetition shall lose the match.
2. Pulling the hair, biting, gouging, butting with the head, digging nails in the flesh, or clutching by the throat, are all foul, and whoever does either of these to lose one fall.
3. Either opponent may press his arm against his antagonist's throat.
4. Kicking the limbs shall be considered fair.
5. No fall to count unless one party is thrown fairly on his back.
6. The match to consist of first fall, best two in three, or three in five, according to mutual understanding.
7. Not less than ten nor more than twenty minutes' rest allowed between each wrestling bout.
8. Letting go either hand, changing holds, or grabbing by the legs, shall be fair.
9. The men shall wrestle in slippers, rubbers, shoes, or stocking feet, as shall be agreed upon.
10. The ring, where practicable, to be twenty-four feet square, and nobody to be allowed inside except the referee and two umpires, who shall be chosen on the day of the contest. Referee's decision to be final.

SIDE HOLD RULES.

1. Each man must take hold of his opponent by the hip or waistband with one hand and with the other his antagonist's hand.
2. The men shall toss for choice of holds.
3. No fall shall count unless one of the contestants shall be thrown fairly on his back.
4. The man whose back strikes the floor first shall lose, and all attempts to pull or turn his opponent over shall not count.
5. The party letting go his hold first, before one or the other is thrown, shall be considered to have lost.
6. Either man can drop on one or both knees and rise again, and use every fair means to throw his opponent.
7. Grabbing either leg shall be foul.
8. The men shall wrestle in stocking feet or shoes.
9. Not less than ten nor more than twenty minutes to be allowed between each round.
10. The match to consist of first fall, best two in three, or three in five, according to mutual understanding.
11. The ring, where practicable, to be twenty-four feet square, and

nobody to be allowed inside except the referee and two umpires, who shall be chosen on the day of the contest. Referee's decision to be final.

ENGLISH OR CUMBERLAND AND WESTMORELAND RULES.

1. On taking hold the wrestlers stand up chest to chest, each placing his chin on his opponent's right shoulder and grasping him round the body, each placing his left arm above the right of his antagonist.
2. When both men have got hold and are fairly on their guard the play commences, and, with the exception of kicking, they are allowed to use every legitimate means to throw each other.
3. If either party breaks his hold—that is, leaves loose, though not on the ground—and the other still retains his hold, the one so leaving loose shall be the loser.
4. If either man touches the ground with one knee only, or any other part of his body, though he may still retain his hold, he shall not be allowed to recover himself, but shall be the loser.
5. If the men fall side by side, or otherwise, so that the umpires connot decide which was first on the ground, it shall be what is technically termed "*a dog fall*," and shall be wrestled over again.
6. If both fall on the ground, the man who is first down, or who falls under the other, shall be the loser.

FRENCH WRESTLING RULES.

1. The wrestlers are only allowed to take hold from the head and not lower than the waist.
2. Taking hold of the legs is strictly forbidden.
3. The wrestling is with open hands, and the wrestlers are not allowed to strike, to scratch, or to clasp hands. (Clasping hands means that the wrestlers shall not clasp one of their own hands within the other, nor interlace their fingers, but they are allowed to grasp their own wrist to tighten their hold round their opponent's body, or otherwise.)
4. The wrestlers must have their hair cut short, also their finger nails, and they must wrestle either barefooted or with socks.
5. If one of the wrestlers fall on his knee, shoulder or side, they have to start again.
6. If the wrestlers roll over each other, the one whose shoulders shall touch the carpet first is deemed conquered.
7. To be conquered it is necessasy that both shoulders of the fallen shall touch the ground *at the same time*, so as to be fairly seen by the public.

KNURR AND SPELL RULES.

1. The knurr should be made of holly and about the size of a racket ball.
2. The spell should be of wood, flat, about two feet long and five inches wide with iron spikes at the corners underneath to fix it firmly in the ground.
3. At the end of the spell a large steel spring should be screwed extending nearly the length of the wood, forming with it an angle of about thirty degrees, which, when pressed down, slips into an upright catch, where it is firmly held.
4. At the steel spring end a small brass cup is fixed in which the knurrs are placed.
5. The knurr-stick is of ash about four feet long tapering small to the end, on which a wooden knob is affixed, shaved off flat on one side.
6. On striking the catch gently the knurr jumps and forward and must be hit with the flat surface of the knurr stick.
7. The height to which the knurr rises is regulated by a screw on the spring.
8. The spells must be placed about seven yards asunder, the pegs must be fixed in the ground and must be twenty yards apart.
9. Each distance marked out according to rule eight is called a score.
10. The players are allowed so many rises or strikes each, and according to the place to which the ball is struck the scores are reckoned, the aggregate of which determines the game.

N. B. In some places every knurr struck is measured by a band from the cup of the spell of each player.

SWIMMING RULES.

1. The referee, who shall be chosen the day of the race or beforehand, shall previous to the start describe, in the hearing of all the competitors, the course of the competition. Should they be required to round any object, he shall also describe in what manner it shall be rounded. If a boat be the goal, it is, where practicable, to be securely moored at both ends.
2. The start to be directed by the referee, who, when he is satisfied that all the competitors are ready, shall simply give the word "go."
3. Any start made before the referee's order in a scratch race shall be deemed a false start, and the competitors be required to return to their stations; but if in a handicap race the competitors to be disqualified.
4. Any competitor rounding an object contrary to the referee's directions, and not turning back, shall also be disqualified.
5. If in any competition a dead heat ensues, the competitors shall again contend at such time and place as the referee may direct, unless they can mutually agree.
6. The referee shall be sole judge of any foul that may take place.
7. Any competitor "swimming over" must complete the entire distance from start to finish in order to qualify himself as the winner.

RUNNING RULES.

1. The men should start either from a scratch or flying start.
2. In scoring the starters shall give the word, when both are fairly under way, and at the scratch.
3. The goal to be a string held by two judges, the one breasting the same first, wins.
4. The men not to run in spring shoes, unless mutually agreed upon.
5. The spikes not to exceed one inch in length and are limited to three in each shoe.
6. Two call back judges shall be appointed, whose duty it is to call back the man who goes over the line before his opponent shall have done so.
7. In a flying start twenty yards shall be allowed for scoring, unless otherwise mutually agreed upon.
8. When both men have one or both feet over the line the starter shall give the word "go," and whoever refuses shall be deemed to have lost.
9. In back-tracking the hind man shall not tread on his opponent's heel or do anything to attempt to interfere with, or trip him up, on penalty of being ruled out of the race.
10. The out-coming judge shall be referee, and the out-going judge the starter.
11. In case the men run a dead heat, the race shall be run over again, if practicable on the same day or within twenty-four hours after the first contest.
12. Two stakes, not less than fifteen feet apart, shall be driven in the ground, fastened to each of which shall be a tape or string, not less than four feet from the ground, the one breasting the string first to win. Care should be taken not to have the string too strong or fastened so that it will injure the one breasting it.
13. In scoring, if, at the expiration of one hour, the contestants have not got away, they shall go by report of pistol.
14. In case either party stops voluntarily or through accident or exhaustion, it shall be optional with the referee to order the other contestant to discontinue, unless the umpires insist on his running the original distance.

SHINNY RULES.

1. The number of players at the medium game are eleven on a side—one mounter and ten shinners. Short shinny has seven on a side—long shinny, sixteen. The distance between the bases, the "home" of one party is the base of the other, is four hundred and forty feet, and the distance between the stations, from the base to the first station, and from the last station to the home is forty feet. In short and long shinny the entire distance is shortened or lengthened in proportion to the players, and the distance between the stations may be altered by consent.

2. The play is for the best two in three games, or three in five. The number scored in a game is twenty-one. A ball sent home counts one, a ball returned to base by the opposite side, before it reaches the fifth station, counts one; before it reaches the ninth, two; and after it has passed the tenth, three. A ball sent home in one blow by the mounter, counts, in short game, four; in the medium game, five, and in the long game, six. A ball returned home by being struck in the air, after having got by the mounter's blow, past the sixth station, counts seven. All fouls count ten against the party making them.

3. One on each side is placed at a station; and there is one baseman, who cannot advance to play beyond the first station from the base, and it is his duty to mount the ball, and direct the game for his side.

4. Each player must "shinny on his own side," that is, strike the ball in the right direction. If he do not, he may be told to, and should he refuse, it is counted against his side as a foul. Striking a player with a shinny stick, if it show evidence of intention, is a foul. Tripping up an adverse player, placing the foot on the ball, kicking it or snatching it up is a foul.

5. If the ball be shinnied or mounted so as to fall in an inaccessible place, the player first reaching it, and crying "found" has a right of placing it for a blow. For that purpose he must throw it to some spot in the bases, not less than five nor more than twelve feet from his own person. If he do otherwise, it is a foul.

6. The markers, one from each side, with an umpire, are to be placed at a point equi-distant from the bases, where they can command a view of the field; and here they count by tally. In case of their dispute the umpire's decision is final.

7. The ball should be made of yarn, tightly wound upon an inch thickness of caoutchouc, covered with well-sewed calfskin, and be three inches in diameter. The length, weight, and form of the shinny stick is optional with each player.

8. Ten feet in the rear of its own base, the bunting of each side should be displayed. To prevent confusion, and to render easier the duties of markers and umpire, each side should wear shirts and caps of the same colors as they display in their bunting.

9. A ball once passing a home, or crossing its line, cannot be knocked back by the opposite party; but must be regularly mounted by the baseman, for the commencement of a new round.

10. At the beginning of each round, the shinniers must resume the station allotted them at the commencement of the game, unless the baseman allow or order them to change for another station.

WALKING RULES.

1. In walking one foot must always be on the ground.
2. As the foot of the back leg leaves the ground, and before the toes are lifted, the heel of the foremost foot must be on the ground, in order to be fair heel and toe walking.
3. No attendant to accompany a competitor on the scratch or in the walking match.
4. Where more than one are walking in a handicap, any competitor starting before the word to be put back a certain number of yards, at the discretion of the starter; on repetition of the offence, to be disqualified.
5. All level matches to be from a standing point and by word of mouth, handicaps by pistol, unless otherwise agreed upon.
6. Each walker to keep his own side of the course.
7. Jostling or walking across, or wilfully obstructing another, so as to impede his progress, shall disqualify the offender, after having been once cautioned by the starter.
8. All cases of dispute must be referred by the judges to the referee, whose decision shall be final.
9. The men shall toss for choice of inside track.
10. All dead heats must be walked over again, if practicable on the same day, or within twenty-four hours thereafter.
11. When one of the contestants gives out or stops walking, the referee has the power to order the other contestant to stop, unless the judges insist on his walking the entire distance.

FOOT BALL RULES.

RUTGERS COLLEGE RULES.

1. Ground must be at the least three hundred and sixty feet long and two hundred and twenty-five feet wide.
2. Goal must be eight paces.
3. Each side shall number twenty players.
4. To win a game five out of nine goals are necessary.
5. No throwing or running with the ball; if either it is a foul ball, and it then must be thrown perpendicularly in the air by the side causing the foul.
6. No holding of the ball or free kicks allowed.
7. A ball passing beyond the boundary by the side of the goal shall be kicked on from the boundary by the side who has that goal.
8. A ball passing beyond the limit on the side of the field shall be kicked on horizontally to the boundary by the side which kicked it out, the players not being compelled to stand on their own side, but allowed to hold any position in the field they see fit.
9. No tripping or holding of players.
10. The winner of the first toss has the choice of position. The winner of the second toss has the first kick off.
11. The ball must be started ten paces from the goal, and each side must stand back of the line, which is ten paces from their goal. The ball can be babied on the start.
12. There will be four judges and two referees.

YALE UNIVERSITY RULES.

1. The grounds shall be four hundred feet long by two hundred and fifty feet broad.
2. The goal posts shall be eight paces apart.
3. The number of match games shall be twenty to the side.
4. To a game five of nine goals are necessary. To secure a goal the ball must pass between the posts.
5. No player shall pick up, throw, or carry the ball on any part of the field. Any violation of the regulation shall constitute a foul, and the player so offending shall throw the ball perpendicularly into the air from the place where the foul occurred, and the ball shall not be in play until it touches the ground.
6. When the ball is caught in the air an adversary may strike it from the hands of the player so catching.
7. When the ball passes the limits, the person touching it first shall throw it from a spot six paces from, and at right angles to, the boundary line at the place it went over; and the ball shall not be in play until it has touched the ground. Further, the player throwing the ball shall not play upon it until it has been played upon. When thrown, the players shall be between the ball and their goal.
8. When the ball passes the limits within six paces of a goal post, it shall be carried out by the player first touching it fifteen paces in front of the boundary line, and thrown by him into the air under the same conditions as a foul ball. (Rule 5.)
9. No tripping shall be allowed, nor shall any player use his hands to push or hold an adversary.

10. The winner of the toss shall have first kick off and the choice of goal. The ball shall be placed fifteen paces from the centre of the field towards the starter's goal. In canting the ball must be kicked, not babied. No player on the canting side shall be in advance of a line passing through the ball and parallel to base line; nor shall any player on the opposite side come within ten paces of this line.

11. No player shall wear projecting nails, iron plates or gutta percha on the soles or heels of his shoes.

12. There shall be two judges for each goal, and a referee, to whom all disputed points shall be referred.

ENGLISH FOOT BALL ASSOCIATION RULES.

1. The maximum length of ground shall be two hundred yards, the maximum breadth shall be one hundred yards, the length and breadth shall be marked off with flags, and the goal shall be upright posts, eight yards apart, with a tape across them, eight feet from the ground.

2. The winners of the toss shall have the choice of goals. The game shall be commenced by a place kick from the centre of the ground by the side losing the toss. The other side shall not approach within ten yards of the ball until it is kicked off.

3. After a goal is won, the losing side shall kick off, and goals shall be changed.

4. A goal shall be won when the ball passes between the goal-posts, under the tape, not being thrown, knocked on, or carried.

5. When the ball is in touch, the first player who touches it shall throw it from the point on the boundary line where it left the ground, in a direction at right angles with the boundary line, and it shall not be in play until it has touched the ground, and the player throwing it in shall not play it until it has been played by another player.

6. When a player has kicked the ball, any one of the same side who is nearer to the opponents' goal line is out of play, and may not touch the ball himself nor in any way whatever prevent any other player from doing so until the ball has been played, unless there are at least three of his opponents between him and their own goal; but no player is out of play when the ball is kicked from behind the goal line.

7. When the ball is kicked behind the goal line, it must be kicked off by the side behind whose goal it went, within six yards from the limit of their goal. The side who thus kicked the ball are entitled to a fair kick-off in whatever way they please without any obstruction, the opposite side not being able to approach within six yards of the ball.

8. No player shall carry or knock on the ball.

9. Neither tripping nor hacking shall be allowed, and no player shall use his hands to hold or push his adversary, nor charge him from behind.

10. A player shall not throw the ball or pass it to another.

11. No player shall take the ball from the ground with his hands while it is in play under any pretence whatever.

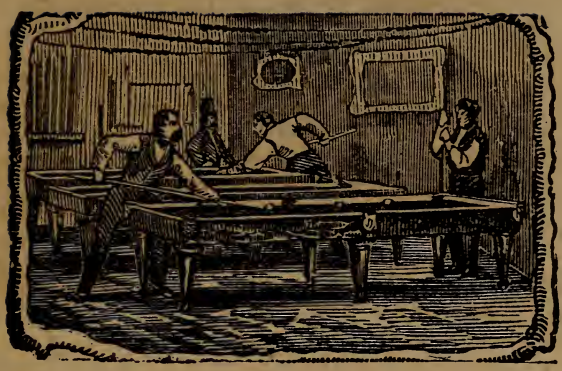
12. No player shall wear projecting nails, iron plates, or gutta-percha on the soles or heels of his boots.

JUMPING RULES.

1. Each and every jump shall be spirit level.
2. In all matches the measurement shall be from the scratch—which shall be toed—to the nearest heel mark of the feet.
3. Each jumper may use dumb bells, stones, or any other weights he wishes in his hands while jumping.
4. Each jumper to be allowed three or more trials, not to exceed twelve, as may be agreed upon.
5. Not less than five or more than fifteen minutes to be allowed between each jump.
6. The contestants to jump alternately, *i. e.*, to jump in turns.
7. Spring shoes to be barred out, and each man's shoes to be examined by the referee before jumping.
8. Neither of the competitors must fall within his distance, either forward or backward, but land clean on his feet, to count.
9. In the running jump, if the toe of either competitor passes the second toe-mark or scratch, he loses his jump; the running distance between the starting point and scratch to be mutually agreed upon.
10. The referee and two judges to be chosen on the ground or beforehand, and to the referee all cases of disputes must be referred, and his decision to be binding.

RULES FOR HOP, STEP AND JUMP.

1. This shall be from a race, and the one who goes over the second toe mark, must try again.
2. The distance shall be from the scratch to the nearest heel mark.
3. If either contestant falls within his distance, such trial does not count.
4. Contestants to take their trials alternately.
5. Spring shoes to be barred out.



BILLIARD RULES.

FIFTEEN BALL POOL RULES.

1. The order of playing may be settled as for two-ball pool. The player plays from behind the string, as in the ordinary game, and may miss if he likes; but the miss and all misses at this game will score *three* against him. The other players follow him in their order of rotation.

2. The player, if it pleases him, may use either the butt of the cue or the mace, and jam his own ball against the others, not being obliged to withdraw the mace or cue before the cue-ball comes in contact with the object-ball.

3. As the sum total of the figures on the fifteen balls amounts only to one hundred and twenty, of which sixty-one is more than half, whoever makes the latter number first is winner, and may claim the stakes.

4. Three points are deducted from a player's score for making a miss or a losing hazard, or forcing his own ball off the table.

5. If the player pockets one or more of the object-balls and his own ball at the same time, he cannot score for the numbered balls, which must be placed on the spot or in a line behind it if the spot be occupied, and he forfeits three for his losing hazard.

6. A hazard is good in this game, even when the cue and object-balls are in contact.

7. As in the ordinary game, the player, when the cue-ball is in hand, may play from any place within the string at any object-ball outside it.

8. And should none of the object-balls be outside, he may spot that which is nearest out of the string on the deep-red spot, and play accordingly.

9. Should there be a tie between two or more of the highest players, its decision may be referred to the succeeding game; and whoever counts highest in that, shall be declared the victor of the former one, totally independent of the game that is then on hand. A man might thus win an undecided game of fifteen-ball pool by

scoring one in the succeeding game, provided neither of his adversaries scored anything at all.

10. Should they again be tied in the second game, it may be referred to a third.

11. Should the striker, while taking aim or *preparing* to play, disturb any ball on the table, the stroke is foul. If the cue-ball was disturbed, it shall be accounted a stroke, and he forfeits three if the cue-ball touched no other. If it is an object-ball that was disturbed he may play a stroke for safety, but can make no count.

12. But should he by accident disturb any ball but his own, *after* he has made his stroke, it is not foul. After the ball or balls are replaced in their proper positions, he may continue his play.

13. Should a player play out of his turn when not called on to do so, it is foul, and the balls should be replaced in their original position, and he whose turn it was to play, plays.

14. But should a player be called on to play, and he makes more than one stroke before being checked, even if it should be out of his turn, the strokes so made are fair, and he is entitled to any counts he may have made by such strokes.

15. Should any of the balls on the table be accidentally disturbed by any other person than the player, they should be replaced, as near as possible, in their proper position, and the player allowed to continue.

16. All rules governing the regular American game of billiards not conflicting with these apply to this game also.

17. This game is sometimes played for small stakes, but more frequently the only issue is, Who shall pay for the use of the table? This charge must be met by the player who has the lowest count, and it is quite possible in this game for a player's count (owing to forfeitures of various kinds) to be half a dozen or a dozen worse than nothing. Thus, if A had neither won nor forfeited anything, while B had pocketed balls 5 and 3, but had also made three forfeitures, B would have to pay, as his forfeitures, amounting to 9, and his assets only to 8, would leave him worse off by one than A, who stood at simple zero, while B was zero minus 1.

PIN POOL RULES.

1. Player No. 1 must play with either of the while balls at the red, or place his own ball on the deep-red spot.

2. Player No. 2 must play at either ball, or spot his own ball on the light-red spot.

3. Players No. 1 and No. 2 may play from any part within the string. No. 2 can play on any ball outside the string, and should none be so situated, he may have the red placed on its appropriate spot.

4. After the second stroke has been played, the players in their order may play with or at any ball upon the board.

5. Unless the player has played on some ball upon the board before knocking down a pin, the stroke, under all circumstance, goes for nothing, and the pin or pins must be replaced. But should two balls be in contact, the player can play with either of the balls so touching, direct at the pins, and any count so made is good.

6. If a player, with one stroke, knocks down the four outside pins

and leaves the central one standing on its spot, under any and all circumstances he wins the game.

7. But if the player has knocked down pins whose aggregate number, when added to the number on his private ball, exceeds a total of thirty-one, except in case mentioned in Rule VI, he is then "burst," and must then drop out of the game, unless he claims the "privilege." If he wishes to claim this, he must do so before another stroke is made, as otherwise he can only re-enter the game by the consent of all the players.

8. Players having bursted can claim "privilege" as often as they burst; and when privilege is granted, the player draws a new private ball from the marker, and has then the option either of keeping that which he originally drew, or adopting the new one then drawn; but one or other he must return, or else he cannot, under any circumstances, be entitled to the pool.

9. Every privilege taken succeeds the last number of the players in the order of its play. Thus, if there are ten players and No. 2 bursts, he appears again under privilege as No. 11, and follows No. 10; and all the players that are burst after him will have to follow No. 11, in the order of their re-entry into play. So that if it be the highest number in the pool that bursts, he will follow on immediately after choosing his private ball.

10. If a player makes a miss, or pocket his own ball, or cause it to jump off the table or lodge on the cushion; or if, after jumping off, it should be thrown back upon the table by any of the bystanders—under any of these circumstances, the ball must be placed on the spot five inches from the bottom cushion on the central line; or should that be occupied, then on the deep-red spot; or should that also be occupied, then upon the light-red spot.

11. Should the spot appropriated to any of the pins which have been knocked down be occupied by any of the balls, said pin must remain off until said spot is again uncovered.

12. If a player has made thirty-one, he must proclaim it before the next stroke is made—for which purpose a reasonable delay must be made between each play, more especially in the latter portion of the game. But if a player has made thirty-one, and fails to announce it before next play (a reasonable time having passed), then he cannot proclaim the fact until the rotation of play again comes round to him. In the meanwhile, if any other player makes the number and proclaims it properly, he is entitled to the pool, wholly irrespective of the fact that the number was made, though not proclaimed before.

13. Merely touching a pin or shaking it goes for nothing, and the pin must be replaced on its spot. To count a pin, it must be either knocked down or removed two full inches from the spot on which it stood, in which case it shall be counted, even though it maintains the perpendicular.

14. A player cannot use any count he may have made by playing out of his turn; but if he has made pins enough to burst him by such stroke, the loss is established, unless in cases where he was called on to play by some other of the players, or the marker, who either believed or pretended it was his turn. In such case he cannot be burst by his stroke, and he whose turn it was to play, plays next in order.

15. Pins which have been knocked down by a ball whose course

has in anywise been illegitimately interfered with, do not count; nor can pins knocked down by any other ball set in motion by the same play be reckoned.

16. If a ball jump off the table and be thrown back by any of the bystanders in such a way as to knock down pins, such pins do not count, and the ball must be spotted as aforementioned, and the pins replaced. But if any other ball set in motion by the same stroke gets pins, the pins so made by the other ball must be reckoned.

17. If the marker finds that there are any of the private balls missing, it is then his duty to announce the number of the missing ball; as in no case can a player having that ball, or more than one private ball in his possession, win the pool. His other duties consists of keeping and calling the game at each stroke, and seeing that the pins and balls be spotted when and as required.

18. A player taking a privilege is entitled to a strike to secure his stake to the pool.

CURLING RULES.

1. Each player has a large stone of from fifty to seventy lbs. weight, with an iron handle in the top.

2. A piece of level or strong ice is selected upon which a "rink or course is planned out.

3. The course shall be ten feet wide and from thirty to fifty yards in length as the ice will admit.

4. At each end of the course a small hole is made called a "tee."

5. Around the tee two circles are drawn called "broughs," one larger than the other.

6. The broughs are intended for the more ready measurement of the distance of each stone from the tee.

7. A line called the "hog score" is drawn across the rink at each end at a distance from the tee equal to one-sixth of the rink, whatever that may be.

8. The first player's object is to slide the stone as near the tee as possible, and in front of it.

9. The next endeavors to beat the first, either by the greater proximity of his stone in the first instance, or by driving that of the first player away.

10. A stone gliding by the tee is almost sure to be cut out of the game.

11. Those of the same side either guard their partner's stone, if it is in a very likely place, or attempt to obtain a better position for themselves.

12. When all have been played, the stone nearest the tee counts one, and all those of the same side which are not beaten by one of the other also score one "shot" as it is called.

13. The full number of counts to the game is thirty-one.

BAGATELLE RULES.

RULES OF THE ENGLISH GAME.

1. Any number of persons may join in this game, and can play either separately or with an equal number of players on each side.

2. The King Ball (which may be colored either red or black) is placed on the white spot in front of the holes, at the beginning of every round, and must in the first instance be struck by one of the other balls before there can be a score. After being once struck, however, it is not compulsory to play upon it.

3. The striker's ball must be kept within in a boundary line marked across the board. Should the striker in playing bring the red ball over this line, it is considered out of play for the time being, until the next player commences.

4. Any number of rounds (or runs up) may be played for the game, as may be agreed upon at its commencement.

5. The player, or players on a side, who obtain the greatest number—counting the holes into which he puts the balls, according to the figures, marked within them—wins the game.

6. Any balls driven off the table during play cannot be again used during that round.

RULES OF IRISH BILLIARDS, OR THE CANNON GAME.

1. In this game there are three balls only used, viz.: the red, the white, and the spot-white balls. The red ball is spotted in the usual place, and the player who wins the break plays upon it. Should he hole the red ball it scores double, and it is replaced upon

the spot; should he hole only the white ball, he continues to play upon the red, until no score is made, when his opponent plays. If he succeeds in hitting both balls, he scores two for the cannon, as well as any holes that he may obtain. If he hits the red ball and holes either it or his own ball, he also scores. He can play first on either the red or white ball, as he may choose; but should he first hit the white and fail to cannon, it scores to his opponent, as well as all the holes he may obtain.

2. Should the red ball be forced over the table, or over the boundary line, it must be spotted again.

3. Should a player force his own ball over the table, any score he may make by such stroke does not count, and his opponent takes the cue.

4. If a player brings his own or his opponent's ball over the boundary line, the striker must play upon the red ball alone.

5. Should a ball be knocked out of the cup, it must not be returned, but remain in play.

6. One hundred and one points is the game.

RULES OF THE FRENCH GAME.

1. This game, like the English game, may be played single or with partners. The red ball is spotted as usual, and the player who wins the break, or right for first play, plays upon it. If he succeeds in holing either the red ball or his own, he continues to play until he misses. He must play upon the red ball as long as it is upon the board, unless it is forced over the boundary line or off the table. The succeeding player continues striking until a non-score is made, when he resigns the cue to the next player.

2. If a player hits a white ball with his own ball before hitting the red ball, if in play, it scores two points to the opposite party. If he misses a white ball, the red ball being out of play, it scores one to his opponent.

3. Should a white ball be brought over the boundary line, it is considered out of play until the next break.

4. When all the white balls are played, the red ball is again spotted, and if the player scored with his last stroke he is entitled to the break. If he did not score, the next player follows.

5. Should any ball be so placed on the edge of the hole that it falls in, after having once stopped, it must be replaced again. No movement of the table or body to influence the direction or falling of the ball is allowable.

6. Should a player hit a white ball first, when the red ball is in play, then all the holes obtained, in addition to the penalty for missing the red ball, must be scored to his opponent.

7. In playing, the striker must keep one foot behind the legs of the table.

8. The game generally played is one hundred and one up, but this is a matter of mutual agreement between the players.

9. Should the player hit a ball already holed, before hitting the red ball, it scores two to his opponent.

10. In case of dispute the marker, or in his absence an uninterested spectator, must be appealed to.

RULES OF THE CANNON GAME PROPER.

1. In this game the red ball is spotted in the usual place, and the ball of one of the two players upon the upper spot. The party who wins the break then plays upon the red, for the purpose of cannoning. If he succeeds, all the holes he obtains scores to him, in addition to two for the cannon.

2. Should the striker play for the cannon upon the white ball first, and fail, it scores five to the opponent, in addition to any holes that he may get.

3. Should a player hole the red or white balls, or both, they must be again replaced upon their respective spots, and the striker continue playing.

4. Should the striker force either of the balls off the table, the score he may have made by such stroke does not count.

5. If a player brings either his opponents' or the red ball over the boundary line, it must be replaced on its proper spot.

6. Should the player hole the red ball, or his own, but not cannon, it does not score. In all cases the cannon must be made before a score can be counted.

7. Should a cannon be made after either the red or white ball is holed, it does not score, as such ball is considered dead.

8. The game is one hundred and one points. An equal number on each side can play.

RULES OF RUSSIAN BAGATELLE, OR COCKAMAROO TABLE.

1. Commence the game by stringing for the lead, as well as for the choice of the balls and side of the board; whoever gets the highest number takes the lead.

2. The leader must place his ball in the cavity on the side of the board he selects, and play it up, counting the points he may make by the stroke; after which his opponent plays from the opposite side of the board, and so on alternately.

3. When a ball lodges on the board without going into a hole or running down to the bottom, the game must be continued with the other ball, each player using it alternately. Whoever removes the ball so lodged scores the number of points made by both the balls, and the game proceeds as at first. Should the balls be lodged on the board, that ball which was last stopped must be taken up and used to continue the game.

4. The player continues to lead as long as he can hole his ball in any of the cups.

5. The game to consist of one hundred or more, as may be agreed upon at the commencement.

6. If the player's ball ring the bell, that is, passes through the bell-arch, he scores double the number he would otherwise gain by the stroke.

7. Playing into the top hole marked one hundred is the game at once.

8. Should the ball go round to the opponent's side, the striker loses five points and the lead; or should he play his ball up, and it returns without going on the board, he loses one point and the lead.

9. The winner of the game takes the lead in the next.

RULES OF THE

SCOTTISH GAMES.

PUTTING THE STONE.

1. In putting the stone, it must be delivered from the shoulder, with either hand—seven feet run allowed.
2. No put to count if delivered or followed with any part of the body touching the ground in front or on either side of the scratch.
3. The weight of the stone to be not over sixteen pounds.
4. The put to be measured from the centre of the scratch to the nearest break of ground.
5. The scratch to be three feet long.
6. Three tries only to be allowed.
7. Crossing the scratch in the attempt to count as "No Throw."
8. The best three competitors of the first trial to be allowed three more tries each for the final. The farthest put, of the six attempts, to win.

TOSSING THE CABER.

1. The men shall toss from a scratch.
2. If more than one toss the caber, they shall try again.
3. The measurement shall be from the centre of the scratch to the farthest end of the caber as it lies on the ground.
4. Each contestant shall be limited to three trials.

THROWING THE HAMMER.

1. The competitor must stand at the scrath, and not swing around with the hammer.
2. When the head and handle strike the ground at the same time, the head mark is the measuring mark.
3. Should the handle strike first, a length of the handle will be added, measured from the point of striking, in direction of the head.
4. Only three tries to be allowed each competitor.
5. Where the length of the run is not limited, the throw to be measured from the nearest footprint at the delivery to the pitch of the ball.
6. The best three competitors of the first trial to be allowed three more tries each for the final. The farthest throw of the six attempts to win.
7. The weight of the hammer not to be over sixteen pounds.
8. The accuracy of the measurement is facilitated by sprinkling ashes, sawdust, or sand at the point of delivery. The footprints of the competitors must be effaced after each throw.

WHEELBARROW RACE.

1. Competitors shall be blindfolded.
2. Wheelbarrows must be placed at the upper end of an oval, with the wheels toward the winning-post at the opposite end.

3. At the word "Go," the competitors shall take the wheelbarrows by the handles, raise the feet, and walk around, forming a circle—keeping the wheels as near as possible on the spot they first occupied, and then go towards the winning-post.

4. The wheel that comes nearest the winning-post shall be first.

STANDING LONG JUMP.

Competitors must jump from the first spring, and not fall within his distance. (No weights allowed.)

RUNNING JUMP.

If the toe of the competitor passes the second toe-mark, he loses his jump. The measurement shall be from the scratch to the nearest heel-mark. The competitor loses his jump if he falls within his distance, as in Standing Long Jump. (No weights allowed.)

HOP, STEP AND JUMP.

This shall be from a race, and under the same rules as the Running Jump.

HIGH JUMPING, POLE LEAPING, HITCH AND KICK.

Three tries at each height will be allowed, and each successive elevation of the bar to be determined by the judges. Displacing the bar to count as a try.

STANDING HIGH LEAP.

Competitors must leap from the first spring.

RUNNING AND WALKING.

All races, running or walking, shall be from a standing start. Any competitor starting before the signal, to be cautioned by the judges, and on a repetition of the offence, to be disqualified. In running, each competitor to keep his own course, and any running across or wilfully obstructing another so as to impede his progress, to disqualify the offender. A competitor walking unfairly will be once cautioned by the judges, and on a repetition of the offence, will be disqualified.

QUOITS.

Distance eighteen yards. Stiff clay ends. Pin one inch above the ground; measured from the top of the pin to the nearest visible iron. When necessary, the contestants shall be drawn by ballot in twos, and the winners of each two shall again play off in twos until the number is reduced, when they shall play the final game of twenty-one shots for the prizes.

SKATING RULES,

As adopted by the American Skating Congress, together with movements governing championship and other matches.

1st movement. Plain forward and backward.
2d. "Lap-foot"—as field step and in cutting circ.
3d. Outside edge roll, forward ("Dutch roll.")
4th. Outside edge roll backward.
5th. Inside edge roll, forward.
6th. Inside edge roll, backward.
7th. Cross roll, forward.
8th. Figure eight on one foot, forward.
9th. Cross roll, backward.
10th. Figure eight on one foot, backward.
11th. Serpentines. (*a.*)—Single foot—forward and backward, right and left.
(*b.*)—Following feet—forward and backward, right and left. In "Two foot eight."
12th. Figure threes. (*a.*)—Beginning inside or outside edge. On field, and in eight. Including "Flying threes."
(*b.*)—Two *three turns*, double three, and chain threes, beginning inside or outside edge.
13th. (*a.*)—"On to Richmond," *i. e.*, cross one foot in front of other, and with back stroke outside edge go backward or forward.
(*b.*)—Reverse "On to Richmond," *i. e.*, going forward by forward outside edge, stroke given alternatively behind each leg.
14th. "Locomotives," forward, backward, sideways—single and double.
15th. Dancing steps. (Waltz, Polka, Galop, &c.)
16th. Spread eagles, inside and outside edges.
17th. Change of edge roll, forward—commencing either on outside or inside edge.
18th. Change of edge roll, backward—beginning either on inside or outside edge.
19th. Grape vines. Including "Philadelphia Twist Vine," &c.
20th. Toe and heel movements; embracing pivot circling, toe spins (*pirouettes*), and movements on both toes, &c.
21st. Single flat foot spins and double foot whirls.

22d. Change of edge—single and double.

23d. One foot loops, inside and outside edges; simple, and in combination.

24th. One foot ringlets, inside and outside edges; simple, and in combination.

25th. Specialties; embracing *original* and *peculiar* movements.

Rule 1. On the completion of the above movements, the judges (who shall be three in number, appointed by the president of the club or the contestants themselves) shall count up the ballots, and, if decisive, announce the score, but in case of a tie the contest shall be decided by a general display of combined movements, at the option of the contestants.

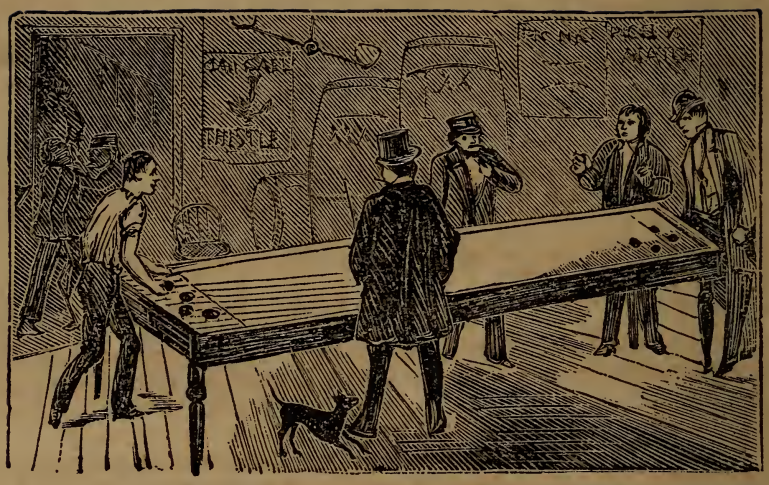
2. No point shall be given for a movement under the head of specialties, if the skater who executed it has executed the same movement during the programme, but if the skater, under a particular figure, executes a movement which the judges rule to belong to another figure, or to specialties, the skater shall have the right to execute that figure in its proper place.

3. In specialties, the leading contestant shall execute one specialty which his opponent shall then execute if he can; the second contestant shall then execute another, to be copied by his opponent, if he can, and so on, leading alternately till the contestant whose turn it may be to lead shall not be able to execute any more, when he shall sit down, and the judges shall score on the merits up to that point. If then the remaining competitor can execute five (5) *more* specialties, he shall receive one additional point; if he can do still five (5) more, he shall receive another additional point. The same rule shall apply where there are more than two contestants, but in no case shall the *total* score, for specialties, of any competitor, be more than two (2) points more than the standard perfection (the standard being the number of contestants).

4. When the contestant falls in executing any movement, and any portion of his body, with the exception of his hands, touches the ice, he shall forfeit one point; if, however, the judges unanimously consider the fall to have been occasioned by unavoidable accident (such as obstruction in ice, or breaking of a skate) they may allow him to recommence the figure without forfeit. In specialties, a fall only counts against the skater in the particular specialty in which it occurs. To define a fall, no part of the person, except the feet or hands, shall touch the ice.

5. The judges shall, at the completion of each movement in a contest, mark on a slip of paper the number of points for each contestant, and deposit the slip in a closed box; these slips shall not be referred to till the close of the contest, when the judges shall foot up all the slips, and the number of points gained by each contestant shall constitute their award, which shall be final.

6. The order of taking the ice by each contestant shall be decided by lot, and the number of figures to be executed shall be divided as nearly as possible by the number of contestants, except where there are only two contestants, and in that case the programme to be divided into four parts; the one drawing number one to skate first in the first division of figures, the one drawing number two to skate first in the second division, and so on through, the one drawing the last number to skate first in the last division of figures, whether that division shall comprise more or less figures than the former division.



SHUFFLE BOARD RULES.

1. The length of the board may be twenty, thirty, or forty feet, thirty feet being the regular size; and the width must not exceed twenty inches.

2. The Shuffle Board should be made of one solid plank, of white wood or white pine, and as thick as possible, to prevent warping.

3. The surface of the board shall not exceed three feet from the floor.

4. A gutter four and a half inches wide should be placed along the sides and ends to catch the pieces or weights.

5. Eight round pieces or weights of hard, cast iron, marked A and B, to distinguish the opponents, are used, each weighing from three-quarters of a pound to one pound, about two inches in diameter and half an inch thick, which should be fine castings and smooth on the bottom.

6. Before commencing to play the surface of the board should be sprinkled with very fine sand, perfectly dry.

7. About five inches from the ends of the board a straight line should be drawn, and should be parallel with the ends. This is called the "deuce" line.

8. All pieces over the deuce line count two, and if a piece hangs over the end of the board it is called a "ship," and counts three.

9. In a four-handed game, one opponent from each side must stand at the end of the board, not changing from one end of the board to the other, as in a regular game, but remain as they started, shoving the pieces alternately; the winning man at either end always taking the lead.

10. When either piece rebounds from the end of the board, said piece does not count and must be taken off.

11. All pieces going in the gutter do not count and must be taken

cff; but when a piece stands upright, leaning against the edge of the board, it shall remain.

12. Twenty-one points constitute a regular game.

13. Where one or more pieces from each side are over the deuce said pieces neutralize each other, and must be played over again.

RULES FOR

CONTESTS IN FLY CASTING.

1. No rod shall be allowed over twelve feet six inches, nor less than ten feet six inches in length, and it shall be used with a single hand.

2. A practicable Line and Reel shall be attached to the rod.

3. Three Flies, one Stretcher, and two Droppers, must be used, and a Casting Line or Leader of single gut, of not less than eight feet in length.

4. No attached weight of any kind, on the line or fly, shall be permitted.

5. Allowance of distance shall be made according to the length of each rod, of five feet for every foot of length, and at that rate for each part of a foot.

6. Each contestant shall be allowed five minutes for style, delicacy and accuracy in casting, and five more for length of reach; and in case of accident, such as the parting or fouling of the fly or line, the referee may allow additional time, in his discretion.

7. No cast shall be valid unless the line be retrieved.

8. The contest shall be as to distance, accuracy, delicacy, and general style, combined; and the distance, if practicable, shall be measured along the water; the casting shall be done with one hand, across, against, and with the wind.

9. The distance of the casting shall be measured from stretcher fly to the tip of the rod.

SALMON FLY CASTING.

The above rules shall govern, except that the contest is to be with double handed rods, which shall not be over twenty feet in length; the casting line or leader shall not be less than ten feet in length, allowance of distance shall be made for length, but not for weight, and no more than one fly shall be used.

BASS CASTING.

Above rules (Salmon Fly Casting) shall apply, except that a weight, as nearly equal as possible to the ordinary bait, shall be attached to the line, which shall be used by all the contestants. Lines and their arrangements are unrestricted.

SKITTLE RULES.

1. The alley should be not less than thirty feet long.
2. The distance from the foot board to the front pin shall be twenty-one feet.
3. The frame must be five feet six inches square.
4. The dimensions from plate to plate shall be three feet eight inches.
5. The distance of the pins from each other shall be twenty and-a-half inches.
6. The dimensions from the back plate to the extreme end of the alley must not be less than two feet.
7. The pins are nine in number, each being fifteen and-a-half inches in height, seven and-a-half inches in diameter, and the thickest part three inches in diameter at the base.
8. There are three sets of cheese balls, one seven pound ball; one eleven and-a-half ball, and one fourteen pound ball.
9. The ball must be delivered after the player has taken one step forward from either hand, and not more than one step to be allowed in a stand fair game.
10. Three chalks constitute a regular game, but in a match the number of chalks must be mutually agreed upon.
11. The player going the least number of times till the pins are all down shall be the winner.
12. When the ball delivered strikes the back of the frame and rebounding, knocks down a pin or pins, such pins knocked down are "foul" and do not count. But when a pin strikes the back of the frame, and rebounding, knocks down other pins, they count as in a regular game.

13. That all pins be knocked down, but should one remain standing, it shall be considered an extra "go."
14. That if a pin falls and rests upon two pins (or ball and pin) it shall be considered "down," but if resting on one pin only, as an "up" pin.
15. That if a pin be hit off the frame and still stands up it shall be considered "down," but if any part of the pin touch the frame it shall be an "up" pin.
16. That all wood lying behind the centre corners of the frame, if no part lie over the frame, may be removed at the option of either of the players.
17. That the number of goes be limited to five.
18. That all ties be decided by the first throw.

ARCHERY RULES.

1. The distance from the stand to the target shall be: for ladies, fifty and sixty yards; for gentlemen, sixty, eighty and one hundred yards.
2. The regulation sizes of bows are: for gentlemen, six and six feet six inches; for ladies, four feet to five feet six inches.
3. The length of arrows shall be for ladies, twenty-five inches; for gentlemen, twenty-eight inches.
4. The centre of the target must be four feet from the ground.
5. When the bow is braced the string shall be exactly six inches from the centre of the bow for gentlemen and five and a half inches for ladies.
6. The national round is for ladies, forty-eight arrows at sixty yards, twenty-four at fifty yards; for gentlemen, seventy-two arrows at one hundred yards, forty-eight at eighty yards, twenty-four at sixty yards. In the St. George's round three dozen arrows at each time are used.
7. It is necessary to have two targets, one at each extremity of the distance fixed upon.
8. It is not usual to shoot more than three arrows at each end, walking over between each three to reclaim your arrows, and then shooting them back at the target you have just left.
9. The target should be painted in five concentric rings, viz.: Gold (or centre), red, blue (or inner), black and white. These rings should be all of exactly the same width, the largest itself being four feet in diameter.
10. In scoring the following value is given to the rings: Gold, nine; red, seven; blue, five; black, three; white, one.
11. When an arrow strikes on the edge of two rings the higher is counted, unless it is otherwise agreed upon.
12. No arrow to be withdrawn from the target until scored by the captain under pain of losing its value.
13. The order of shooting to be as the names are entered on the target-list, and any one not ready in his turn shall shoot last.

QUOITING RULES.

NEW YORK RULES.

1. The distances shall be eighteen yards and twenty-one yards, measuring in a direct line from mot to mot.

2. The mots shall project not more than two and a half inches above the level, and shall incline towards each other at an angle of about forty-five degrees, and shall not be moved in any way during the game, without its being mutually agreed upon.

3. The shots shall measure from the nearest visible iron of the mot to the nearest visible iron of the quoit, without disturbing the clay or quoit in any manner; and in case two opposing touch the mot, they shall not be counted, but shall not affect the measurement of the remaining shots.

4. Any party disturbing the clay or quoit, pending the decision of a shot, shall lose the shot in controversy.

5. The delivery of quoits shall not be more than one pace from the mot (that is, the mot from which the delivery is made).

6. All disputes must be left to a disinterested party present, whose decision shall be final.

7. No quoit measuring over thirty inches from the mots shall be counted.

8. In case a player is directed by his partner or the judge at the opposite end not to play, he shall lose that shot, only having a right to play his remaining quoit, if he have one.

9. Any player leaving the end from which the shots are made to inspect those already made at the opposite end, shall not count on that end.

ENGLISH EULES.

1. That the distance from pin to pin shall be nineteen yards, and that the player shall stand level with the pin, and deliver his quoit with the first step.

2. That no quoit be allowed which measures more than eight inches external diameter, and that the weight may be unlimited.

3. That the pins be one inch above the clay.

4. That all measurements shall be taken from any visible part of the pin to the nearest visible part of the quoit; no clay or quoit to be disturbed.

5. That no quoit shall count unless fairly delivered in the clay free from the outer rim, and that no quoit on its back shall count unless it holds clay or is knocked out by another quoit. That no quoit rolling on the clay shall count unless it first strikes another quoit or the pin.

6. That each player shall deliver his quoits in succession, his opponent then following.

7. That an umpire shall be appointed, and in all cases of dispute his decision shall be final.

RULES FOR RIFLE AND PISTOL SHOOTING.

RIFLE SHOOTING.

1. The rifle shooting shall be with open and globe sights, string measure; twelve pounds shall be the standard weight of barrel, exclusive of loading muzzle and block and level piece, the latter of which shall in no case exceed one-half pound.

2. For all excess of standard weight, one-quarter of an inch to the pound, on a string of ten shots, shall be allowed up to twenty pounds; from twenty to thirty pounds, three-sixteenth of an inch; and from thirty to forty, one-sixteenth. The targets shall be of pine boards covered with pasteboard, and with a uniform centre; at short distance it must be off-hand, at one hundred yards, ten shots.

3. Rifle shooting at long distance shall be at three hundred yards, ten shots, and unrestricted as to the kind of rest or sight.

PISTOL SHOOTING.

1. Pistol shooting shall be at the word, and the distance fifteen yards; the pistol must be single barrel, not to exceed twelve inches in length, and must be held muzzle down before the word is given. It shall be at ten shots, string measure.

2. No trial shot shall be allowed at birds or targets after the judges announce the time for the contest to commence.

RULES FOR SHOOTING GALLERIES.

1. Any gentleman shooting after the word three, loses the match, if his opponent shoots under the rule, and hits the plate three successive shots.

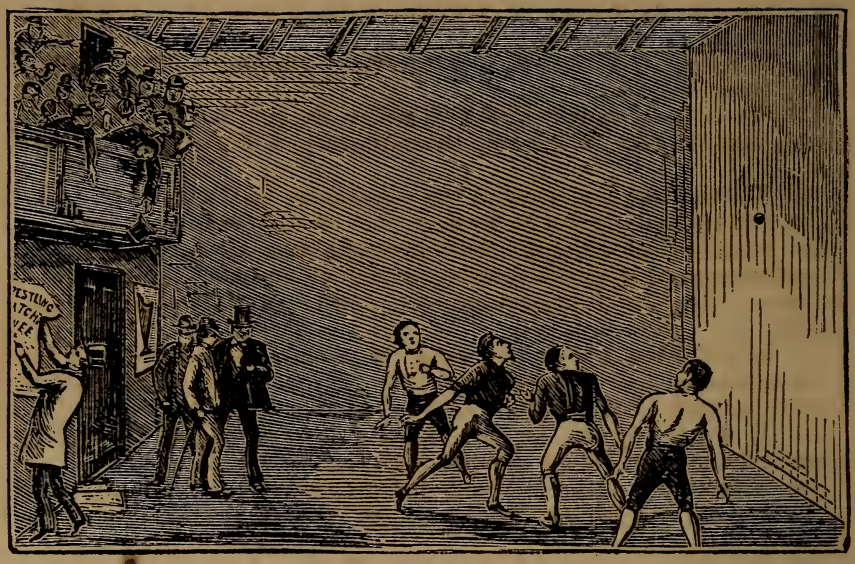
2. If any gentleman says he is ready, and in the act of raising his pistol at the word it should explode, it will be considered a shot.

3. If any pistol hang fire it will be considered as no shot. All disputes will be settled by an appeal to the loader.

4. All shots will be measured from the centre of the object to the centre of the ball.

5. The word shall be given at one second time unless otherwise agreed to by the parties shooting.

6. Every gentleman must hold his pistol in a perpendicular position, and must not raise or drop his pistol until the word "fire!" as it will be considered as a lost shot.



HAND BALL RULES.

1. A game of hand ball shall consist of twenty-one aces, to be played with a ball about two inches in diameter.

2. A game to be played by two persons shall be called a single hand game, by four persons a double game.

3. When a match is made, be it double or single, the players (after entering the court) shall toss for the first hand, the winner to have one hand only in the first inning.

4. The winner of the toss shall stand inside of a line called the ace line (which is supposed to be in the centre of the court) bound the ball on the floor, striking it with his hand against the front wall. He shall serve it to the player or players beyond the ace line.

5. The striker failing to strike the ball over the ace line three times in succession is a hand out.

6. If the striker when serving the ball strikes either side wall before striking the front wall, it is a hand out.

7. If the striker or his partner stops the ball intentionally before it bounds after leaving the front wall, it is a hand out.

8. If the striker or his partner stops the ball intentionally while on its way to the front wall, it is a hand out.

9. If a ball struck by the player, strikes the striker or his partner, it is a hinder, and it shall be played over again.

10. When a ball is served short to the player he has the privilege of striking it with his hand or foot, if struck with the foot and it fails to go upon the front wall it does not score for the striker. If struck with the hand and it fails to strike the front wall it is an ace for the striker.

11. A ball that is served short to the player and he strikes it with his foot upon the front wall, the striker after returning it on the

wall, has the priviledge of preventing the player from striking it again.

12. If a ball is struck with the foot and assisted by the hand on to the front wall, it is foul.

13. When the player is about to strike the ball and his opponent jostles him or gets in his way intentionally, it is an ace or a hand out.

14. When a ball is served to the player, he shall strike it on the fly or first bound; failing to do so counts an ace for the striker.

15. In a match for a prize the contestants are allowed one minute for refreshments at the expiration of each game before commencing another. The one failing to respond to the call of time loses the match.

16. In a double match the striker's partner shall stand with his back against either side wall, inside of the ace line, until the ball leaves the front wall; failing to do so is foul.

17. If a ball served to the player goes over the back board or strikes the gallery before bounding on the floor, it is a foul.

18. The striker shall call time before serving the ball, and shall not serve the ball before the player or players are outside of the line.

19. In all cases when a ball is taken foul and the players play it or not, it shall be decided as a foul ball.

20. In striking the ball the player shall not touch the ball with any part of his person other than the hand or foot, under a forfeit of an ace or hand out.

21. If the striker in serving the ball strikes himself or his partner with the ball and it goes over the ace line, it is at the option of the player whether he plays to it or not, as it can be called a hinder.

22. In case there are only boundary lines drawn, and no side walls, if the ball after striking the front wall rebounds outside the side boundary line, such ball is foul and not to be played to.

23. All disputed balls shall be decided by a referee chosen by the players, whose decision in all cases shall be final.

RACKET RULES.

1. Gentlemen wishing to play will enter their names on the slate (bona fide), in their own handwriting, and shall be entitled to the Court, according to their numbers, a tour de role.

2. Exchanging numbers will be allowed only when it is done to equalize a match, and with the approbation of those next entitled to the Court.

3. The regular game will consist of a rubber of fifteen aces for a single or double match.

4. On commencing a game in a double match, whether odds are given or not, the side winning the toss shall have but one hand; but in a single match the party receiving the odds shall be entitled to them from the beginning.

5. The first service in each game of the rubber must be in the

right Court from the left ring, and then in the left Court form the right ring, and so on alternately throughout the game, the out hand going on in the same rotation.

6. The out hand shall have the privilege of asking the service for the last ace of each game in either Court, and, in a double match, of placing either partner in that Court, but must remain there until the end of the game.

7. The server must stand with at least one foot in the ring and serve the ball first over the line on the front wall, and within the right or left Court, otherwise the ball will be foul. Serving two foul balls, missing the ball or failing to strike the front wall, puts the hand out. No line ball is fair.

8. All balls served or played in the galleries, or out of the Court although they may return to the floor, will count against the striker.

9. In serving or returning a ball, if it strikes the tell-tale, it is a hand out or an ace.

10. When a ball is served fair, the player alone in that Court, is entitled to return it. If the ball be foul, either partner may return it.

11. A ball stopped by the striker or his partner, before either of the adversaries has struck at it, loses him either a hand or an ace.

12. If a ball going from the Racket strikes one of the opposite party above the knee, it is a let, and must be played over, unless the ball reached the front wall before touching the floor; if below or on the knee, the striker loses, unless the ball reaches the front wall as before. Should the ball strike his partner, it counts against the striker, though the ball should go up.

13. A ball must be taken either before or on the first bound, and not touch the floor before reaching the front wall.

14. No ball will be dead until on or after its second hop. Using two hands to the Racket, "foul."

15. A ball returning from the front wall and striking a beam, or any part of the roof, or above the lower gallery, is foul.

16. As players must sometimes be involuntarily in each other's way, the marker will decide (when a "hinder" is claimed) if they are entitled to it. (There can be no hinder allowed when a ball has been struck at.)

17. One Rubber only can be played by the same party; but should any of those going out be wanted to make up the next match, they must draw lots.

18. Only one set allowed.

19. On commencing the game, parties must toss for the first service, in making which they must cry "play," or time must be called. In other cases "time" can only be called before the server has struck.

20. A double match always to take precedence over a single match.

21. The marker's decision must be final, and without further appeal, in all cases when judgment is asked.

22. The out-player only can call for a new ball except it be torn.

23. Any person striking a ball unnecessarily, on or after the second hop, shall be liable to a fine.

24. No one will be allowed to play in the Court with nails in his shoes. The Racket Shoe should have an extra sole of buff leather.

LA CROSSE RULES.

1. The crosse may be of any length, but the woven network must not be bagged, nor of a greater width than one foot.

2. The ball shall be of solid India-rubber, not more than nine or less than eight inches in circumference.

3. The goals shall be upright posts seven feet apart. with a tape or bar across them six feet from the ground; when practicable they shall be placed at not more than 250 nor less than 150 yards apart, and the ground shall not be more than 100 nor less than 60 yards wide.

4. The game shall be started by the ball being placed on the ground opposite the centre flag, between two players on opposite sides, who shall "tussle" for the ball with their crosses. This is called "facing."

5. When the ball goes out of bounds it shall be thrown in by the player who first touches it with his crosse. When it goes behind goal without passing through goal, it shall be thrown out by one of the players behind whose goal it has passed.

6. The ball must not be caught, thrown, or picked up with the hand, except in the case provided for by Rule 7, but a ball coming in the air may be blocked or patted away with the hand to protect the face or body; otherwise it must not be touched.

7. Should the ball lodge in any place inaccessible to the crosse, it may be taken out by the hand and immediately placed on the crosse.

8. The ball shall not be hit while on the ground, or kicked.

9. No player shall wear spiked soles.

10. A goal is obtained when the ball is caused to pass between the goal-posts and under the bar or tape, in any manner whatever

by one of the defending side, or in any manner not forbidden by these rules by one of the attacking side.

11. Players shall not hold each other, nor grasp an opponent's crosse; neither shall they deliberately trip, strike, or push each other.

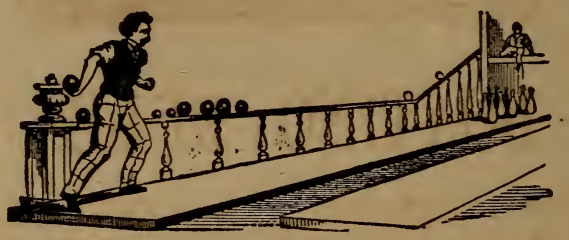
12. No player shall throw his crosse.

13. After each game the players shall change goals, unless otherwise agreed.

14. A match shall be decided by a majority of goals won during the time specified for play.

15. Twelve players shall constitute a full side.

16. No change of players shall be made after a match has commenced, without the consent of both parties.



TEN PIN RULES.

1. The alleys should be about sixty feet in length and four in width, at the end of which the pins, ten in number, are set up in a triangular arrangement, with the apex of the triangle toward the player.

2. The foremost pin is called the Head Pin. At the end of the alley there should be a padded cushion to stop the balls sent down the alley.

3. Each player in a match game has ten rolls, with three balls, if requisite, to each roll, making thirty balls in all.

4. The game is kept on a slate or blackboard, with ten divisions for each player, each division representing the aggregate number of pins knocked down with the balls of that division.

5. If a player knock down all the pins with one ball, it is called a ten-strike, and entitles him to a double spare, or two spare balls, and he may score what he makes with the two first balls of the next division, in addition to the ten already obtained ; thus—if he make nine with the next two balls, he scores nineteen in his first division, and then counts in the second division what he may make with the three balls.

6. If a player knock down the ten pins with two balls, it is called a spare, and he counts, in addition to those ten, the pins knocked down by the first ball of the following division.

7. The full amount of this game, to be played is three hundred, and the player getting that number first is the winner.

BOATING RULES.

GOVERNING OXFORD AND CAMBRIDGE UNIVERSITIES AND THE PRINCIPAL BOAT CLUBS IN LONDON.

1. All boat races shall be started in the following manner:—The starter, on being satisfied that the competitors are ready, shall give the signal to start.

2. If the starter considers the start false he shall at once recall the boats to their stations, and any boat refusing to start again shall be disqualified.

3. Any boat not at its post at the time specified shall be liable to be disqualified by the umpire.

4. The umpire may act as starter as he thinks fit. When he does not act the starter shall be subject to his control.

5. Each boat shall keep its own water throughout the race, and any boat departing from its own water will do so at its peril.

6. A boat's own water is its straight course, parallel with those of the other competing boats, from the station assigned to it at the starting to the finish.

7. The umpire shall be sole judge of a boat's own water and proper course during the race.

8. No fouling whatever shall be allowed; the boat committing a foul shall be disqualified.

9. It shall be considered a foul when, after the race has commenced, any competitor by his oar, boat or person, comes into contact with the oar, boat or person of another competitor, unless in the opinion of the umpire such contact is so slight as not to influence the race.

10. The umpire may, during a race, caution any competitor when in danger of committing a foul.

11. The umpire, when appealed to, shall decide all questions as to a foul.

12. A claim of foul must be made to the judge or the umpire by the competitor himself before getting out of his boat.

13. In case of a foul the umpire shall have the power; first, to place the boats, except the boat committing the foul, which is disqualified, in the order in which they come in; second, to order the boats engaged in the race, other than the boat committing the foul, to row over again on the same or another day; third, to restart the qualified boats from the place where the foul was committed.

14. Every boat shall abide by its accidents.

15. No boats shall be allowed to accompany a competitor for the purpose of directing his course or affording him other assistance. The boat receiving such direction or assistance shall be disqualified at the discretion of the umpire.

16. The jurisdiction of the umpire extends over the race and all matters connected with it from the time the race is specified to start until its final termination, and his decision in all cases shall be final and without appeal.

17. Any competitor refusing to abide by the decision or to follow the direction of the umpire shall be disqualified.

18. The umpire, if he thinks proper, may reserve his decision, provided that in every case such decision be given on the day of the race.

N. B. The above rules have also governed the single sculling championship professional matches of England with occasional slight alterations, and were adopted at a meeting of representatives of twenty-three leading Amateur Boat Clubs, from various sections of this country, held in New York City, Aug. 29th, 1872, with the exception of adding thereto the subjoined rules:

19. Boats shall be started by their sterns, and shall have completed their course when the bows reach the finish.

20. In turning races each competitor shall have a separate turning stake and shall turn from port to starboard. Any competitor may turn any stake other than his own, but does so at his peril.

OPINIONS OF THE PRESS.

Below will be found a few selections from the many flattering notices of the book entitled "The Game Cock," which will be sufficient to testify to the merits of the work.

"*New York Herald*," *March* 3.

The famous game cock which Mr. Carleton always introduces into his sketches, and sometimes with rare humor, reminds us that even the fighting chicken has his literature. Mr. Ed. James has just brought that valiant bird to our notice and we are grateful accordingly. Mr. James is an old journalist, and he has published for the benefit of the sporting world a practical treatise on the breeding, training and feeding of game cocks. The work has been prepared with great care. In addition to a thorough exposure of the many tricks resorted to by handlers in the pit, the careful author shows his intimacy with the diseases to which the game cock is subject, and the accepted course of treatment for their cure. The book also contains the standard rules governing cocking throughout the United States, Canada and Great Britain, and much other information of value to those concerned in this enlightened sport

"*New York Clipper*," *Jan.* 4.

"The Game Cock," a neatly gotten up 12mo, treating of things appertaining to game fowls, has recently been published by Ed. James. In addition to a practical and easily understood treatise on breeding, rearing, training, feeding, trimming, mains, heeling, spurs, etc., "The Game Cock" contains an exposure of cockers' tricks and the origin, symptoms and treatment of diseases incident to fowl. The revised cocking rules for the various sections of the United States and Canadas add much to the general interest of the work, and it may be looked upon as authority on such matters; the book is bound in cloth, gilt cover, representing Fielding's celebrated picture "Victory," and contains other illustrations.

"*Turf Field and Farm*," *Jan.* 3.

"The Game Cock," by Ed. James. We have perused, with considerable interest, an ably written work on the game fowl. The work is published by Ed. James, the well-known sportsman, and will be found to contain a good deal of information never before published in so compact a form. To cockers it will prove of great utility, as it gives full and minute directions how to feed, handle, trim and gaft fowls for actual contest. It also contains the rules of the pits in different states. While averse to the brutal (in our eyes) contests of game birds, we suppose there is no way to prove actual gameness in birds save by the steel tests. Hence this little work will be of great service, and will be perused with interest by those engaged in raising game birds.

"*N. Y. Sunday News*," *Feb.* 2.

"The Game Cock."—We have now before us a neat little book with the above title, written by Ed. James, for the past twenty years connected with the sporting press. It teaches how to breed, rear, train, feed and pit game fowls, giving also all the pit rules. It is a volume containing a great mass of information, and all interested in game fowls should have a copy.

CLOTH, GILT COVER, ILLUSTRATED, $1.25.

THE NEW YORK CLIPPER,

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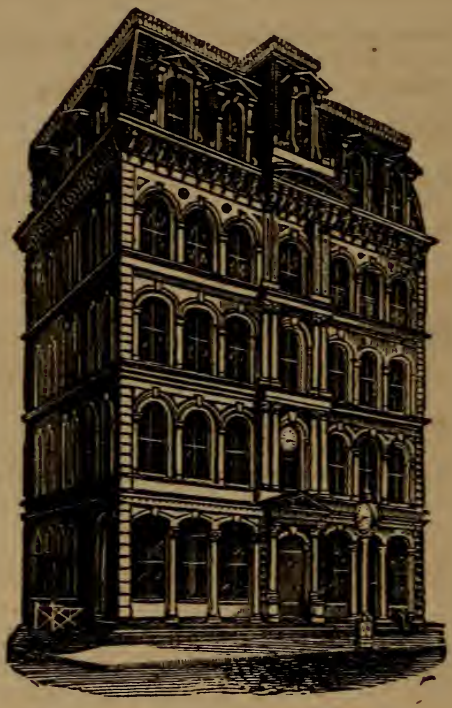

A FIRST CLASS ADVERTISING MEDIUM.

THE NEW YORK CLIPPER is the recognized THEATRICAL and SPORTING authority of America, and contains weekly the latest dramatic news and most reliable sporting intelligence.

FRANK QUEEN

Editor and Proprietor New York Clipper,

CORNER OF CENTRE AND LEONARD STREETS,

NEW YORK.

Post Office Box 3,860.

JANUARY.

1	1819.	Tom Hyer born in New York City.
2	1837.	"Old Bowery" re-built and opened by Dinneford, New York City.
3	1858.	Madame Rachel died in France.
4	1859.	Dan Kerrigan beat Joe Jordan, 21r., 45m., Manchester, N. H.
5	1859.	Francis C. Wemyss died in New York City.
6	1852.	Bill Hastings beat Awful Gardner, 17r., 29m., Patterson, N. Y.
7	1854.	Metropolitan Hall and Lafarge House, New York City, destroyed by fire.
8	1823.	James W. Lingard born in London, Eng.
9	1868.	Debut of Belle Boyd in New York City.
10	1861.	J. C. Heenan's father died in Troy, N. Y.
11	1866.	G. V. Brooke died at Sea, on Str. London, bound to Australia.
12	1853.	Astor Place Opera House, N. Y., bought at auction, by the Mercantile Library Association.
13	1859.	Jack Rooke beat Tom Lane, 51r., 82m., near Carnock, Eng.
14	1854.	Thos. Greenlaugh, ped., died in New York City.
15	1830.	Matt Peel born in New York City.
16	1866.	Jim Kerrigan beat Morris Phalen, 18r., 29m., Pike Co., Pa.
17	1861.	Lola Montez died in New York City.
18	1831.	Young Dutch Sam beat Ned Neale, 14r., 52m., near Bumstead, Eng.
19	1847.	Jemmey Massey beat Jemmey Welsh, 89r., 135m., Long Reach, Eng.
20	1779.	David Garrick died in London, Eng.
21	1862.	Jimmey Hanley beat Frank Keenan, 64r., 60m., Dalleytown, N. J.
22	1862.	Harry A. Perry died in San Francisco, Cal.
23	1858.	Signor Lablache died in Naples, Italy.
24	1842.	Yankee Sullivan beat Tom Secor, 67r., Staten Island, N. Y.
25	1862.	Tim Norton died in New York City.
26	1868.	Annie Clara Jagerisky skated 30 miles, Chicago, Ill.
27	1835.	Mary Provost born in Brooklyn, N. Y.
28	1863.	Joe Coburn beat Bill Clarke, glove fight, New York City.
29	1868.	Academy of Music, Albany, N. Y., destroyed by fire.
30	1871.	J. Stockwell walked 1 mile in 6:56, London, Eng.
31	1854.	Flora Temple beat Green Mountain Maid, 2 mile heats, New Orleans, La.

FEBRUARY.

1	1855.	Boss Harrington committed suicide, New York City.
2	1839.	Wash Norton born in New Orleans, La.
3	1834.	Edwin Adams born in Medford, Mass.
4	1864.	Jim Dunn and Scotty of Brooklyn, turn up, New York City.
5	1810.	Ole Bull born in Bergen, Norway.
6	1861.	Sheep dressing match, between Gorman and Macomb, New York City.
7	1849.	Tom Hyer beat Yankee Sullivan, $10,000, 16r., 17m. 18sec., Rock Point, Md.
8	1853.	Jack Grant fought Bill Hayes, 73r., 110m., Lower Hope, Eng.
9	1836.	Molineaux, the Black, fought Tom Britton, 200r., 4h.7m., draw, Buerton, Eng.
10	1860.	Wm. E. Burton died in New York City.
11	1870.	Mace presented with a belt, at the "Old Bowery," New York City.
12	1826.	Dominick Bradley born in county Derry, Ireland.
13	1845.	Charlotte Cushman's first appearance, London, Eng.
14	1869.	Sol Smith died in St. Louis. Mo.
15	1869.	Thudium rode 1 mile, in 3:06, on a velocipede, Indianapolis, Ind.
16	1828.	Henry C. Jarrett born in Baltimore, Md.
17	1332.	Chas. Pope born in Orlishausen, Germany.
18	1820.	Dan Donnelly died in Dublin, Ireland.
19	1836.	Lydia Thompson born in London, Eng.
20	1829.	Joseph Jefferson born in Philadelphia, Pa.
21	1863.	Mary Devlin Booth died in Dorchester, Mass.
22	1824.	Frank S. Chanfrau born in New York City.
23	1857.	Bryant's Minstrels opened at 472 Broadway, New York City.
24	1861.	Richard Sands (circus man) died in Havana, Cuba.
25	1855.	Bill Poole shot in Stanwix Hall, Broadway, New York City.
26	1831.	Billy Birch born in Utica, N. Y.
27	1832.	American Amphitheatre opened Boston, Mass.
28	1823.	McKean Buchanan born in Philadelphia, Pa.
29	1868.	Robert Heir (actor) died in Australia.

MARCH.

1	1854.	Jack Cody beat Jack Adams, 19r., 29m., Riker's Island, N. Y.
2	1856.	John R. Scott died in Philadelphia, Pa.
3	1793.	Charles Macready born in London, Eng.
4	1836.	Stuart Robson born in Annapolis, Md.
5	1870.	J. G. Harris ran 150yds., in 15¼ sec., Melbourne, Australia.
6	1869.	Thomas Prendergast died in Utica, N. Y.
7	1867.	Artemus Ward died at Southampton, Eng.
8	1855.	Bill Poole died in New York City.
9	1806.	Edwin Forrest born in Philadelphia, Pa.
10	1863.	Johnny Lazarus fought Pete Daily, 39r., 131m., California.
11	1864.	Sam Cowell died in Blandford, Eng.
12	1848.	Jack Randall died in London, Eng.
13	1865.	Jim Heenan died in Chicago, Ill.
14	1856.	Mike Madden tried for killing Jack Jones, Maidstone, Eng.
15	1837.	Fanny Brown born in Cincinnati, Ohio.
16	1866.	Sam Collyer beat Mike Carr, 14r., 24m., near Baltimore, Md.
17	1869.	Oxford crew beat Cambridge crew, 4¼ miles, in 20:05, London, Eng.
18	1851.	Bill Hayes fought Ned Donnelly, 39r., 2h.25m., Lower Hope, Eng.
19	1862.	Sir Wm. Don died in Hobart Town, Australia.
20	1858.	Young America beat Daniel Webster, pacing match, mile heats best 3 in 5, San Francisco, Cal.
21	1828.	M. Leffingwell born in Chillicothe, Ohio.
22	1835.	Susan Denin born in Philadelphia, Pa.
23	1862.	Alex. H. Purdy died in Brooklyn, N. Y.
24	1841.	Tyrone Power lost at Sea, on Str. President, from New York to Liverpool.
25	1830.	Charlotte Cushman's first appearance, Boston, Mass.
26	1864.	Matt Gooderson died in New York City.
27	1825.	Geo. W. Moore born in New York City.
28	1848.	Geo. Crockett beat Hazletine, 74r., 113m., Woking, Eng.
29	1865.	Butt Riley beat Dutchy Engle, 10r., 20m., near St. Louis, Mo.
30	1839.	Shirley H. France born in London, Eng.
31	1760.	Peg Woffington died in London, Eng.

APRIL.

1	1865.	Marion McCarthy died in Indianapolis, Ind.
2	1844.	Blanche De Bar born in Philadelphia, Pa.
3	1838.	Ben Caunt beat Bendigo, 75r., 80m., Yorkshire, Eng.
4	1864.	T. P. Cooke died in Brompton, Eng.
5	1836.	John T. Raymond born in Buffalo, N. Y.
6	1866.	Byron E. Christy died in New York City.
7	1869.	J. Formes rode 880yds., in 1:41, on a velocipede, Buffalo, N.Y.
8	1861.	Jerry Bryant died New York City.
9	1843.	Adelina Patti born in Madrid, Spain.
10	1854.	Bob Travers beat Jas. Malvern, 90m., near Manchester, Eng.
11	1865.	Jem Rawlins beat Skipper, 39r., 69m., near London, Eng.
12	1813.	Yankee Sullivan born at Banden, Ireland.
13	1867.	Tommy Chandler beat Dooney Harris, 23r., 28m., Point Isabel, Cal.
14	1808.	Tom Belcher beat Dan Dogherty, 33r., 45m., Epsom Downs, Eng.
15	1825.	Charles Peters born in Birmingham, Eng.
16	1840.	Kate Fisher born in Boston, Mass.
17	1860.	Heenan fought Sayers, 43r., 140m., draw, Farnborough, Eng.
18	1861.	Owney Geoghegan beat Ed. Touhey, 45r., 61m., New York City.
19	1839.	Frank Mayo born in Boston, Mass.
20	1801.	Sol Smith born in Norwich, N. J.
21	1855.	Geo. Leese and Ned Wilson, turn up, New York City.
22	1863.	Rufus Blake died at Boston, Mass.
23	1835.	Geo. Vining Bowers born in Philadelphia, Pa.
24	1860.	Ned Wilson fought Harry Gribbin, 59r., 77m., draw, Riker's Island, N. Y.
25	1819.	G. V. Brooke born in Dublin, Ireland.
26	1865.	J. Wilkes Booth killed by Sergt. Corbett, near Bowling Green, Va.
27	1853.	Phil Clare beat Geo. Leese, 9r., 20m., Riker's Island N. Y.
28	1856.	Mrs. W. J. Florence made her debut, Drury Lane Theatre, London, Eng.
29	1867.	Jim Turner beat Andy Duffy 176r., 177m., New Orleans, La
30	1853.	First number of the "New York Clipper" issued.

MAY.

1	1796.	Junius Brutus Booth born in London, Eng.
2	1818.	Yankee Robinson born near Avon Mineral Springs, N. Y.
3	1858.	Larry Hyer (Tom's brother,) died in New York City.
4	1859.	Matt Peel died in New York City.
5	1849.	Charles Westhall walked 25miles, in 3h 38m. 45sec., London, Eng.
6	1851.	Harry Orme beat Nat Langham, 117r., 176m., Lower Hope Point, Eng.
7	1841.	Theatre Royal destroyed by fire, Manchester, Eng.
8	1838.	Geo. W. Thompson born in New Brunswick, N. J.
9	1833.	Dan Bryant born in Troy, N. Y.
10	1849.	Astor Place Riot took place.
11	1838.	Josh Ward, the oarsman, born in Newburgh, N. Y.
12	1868.	Geo. Christy died in New York City.
13	1868.	C. M. Walcott died in Philadelphia, Pa.
14	1800.	Thomas S. Hamblin born in London, Eng.
15	1855.	John Grindell ran 10 miles, in 57:22, Cambridge, Mass.
16	1869.	Opera House, Dayton, Ohio, destroyed by fire.
17	1858.	Henry Herbert (Frank Forrester) committed suicide in New York City.
18	1863.	Owney Geoghegan beat Con Orem, 19r., 23m., Cheese Creek N. J.
19	1814.	John Brougham born in Dublin, Ireland.
20	1797.	Peter Richings born in London, Eng.
21	1862.	John Drew died in Philadelphia, Pa.
22	1859.	Matt Hogan beat Pete Murray, 75m., near Memphis, Tenn.
23	1871.	The horse "Ginger" ran 1 mile in 1:43¾, Lexington, Ky.
24	1863.	Jim Hughes died in New York City.
25	1869.	The horse "Herzog" ran 1 mile in 1:43½, Cincinnati, Ohio.
26	1861.	John Sloan died in Liverpool, Eng.
27	1826.	Washington Theatre opened Philadelphia, Pa.
28	1860.	Billy Clark beat Jimmy Elliott, 30r., 70m., Palisades, N. J.
29	1840.	Nicolo Paganini died at Nice, Italy.
30	1857.	Variety Theatre opened, Providence, R. I.
31	1856.	Yankee Sullivan found dead in his cell, San Francisco. Cal,

JUNE.

1	1862	Mike Fagin killed Andy Love, 36r , 51m., near St. Louis, Mo.
2	1841.	Johnny Walker beat W. Jones, 35r., 57½m., Bray, Eng.
3	1867.	Silas Baldwin (Juggler) died in Harrisburg, Pa.
4	1832.	Boss Harrington fought Andy McLane, near Baltimore, Md.
5	1848.	Geo. Holland opened Castle Garden for dramatic performances, New York City.
6	1867.	R. Bishop Buckley died in Quincy, Mass.
7	1863.	Jack Bath died in Virginia City, N. T.
8	1857.	Douglas Jerrold died in England.
9	1831.	Mrs. Siddons died in England.
10	1833.	Major Pauline Cushman born in New Orleans, La.
11	1828.	Jerry Bryant born in Chesterfield, N. Y.
12	1848.	E. P. Frey bought the scenery of Astor Place Opera House, at Sheriff's sale, New York City.
13	1867.	Barney Aaron beat Sam Collyer, 67r., 1h.55m., Acquia Creek, Va.
14	1846.	Theatre Royal, Qnebec, Canada, burnt, 47 lives lost.
15	1835.	Ada Isaacs Menken born near New Orleans, La.
16	1804.	Chas. T. Parsloe born in London, Eng.
17	1867.	Darby Kelly beat Denny Brady, 37r., 70m., New York City.
18	1843.	Emma Webb born in New Orleans, La.
19	1867.	Fox's Theatre destroyed by fire, Philadelphia, Pa.
20	1864.	Isabella Cubas died in New York City.
21	1868.	Ethan Allen and Running Mate trotted 1 mile, in 2:15, 2:16 and 2:19, Fashion Course, L. I.
22	1837.	Geo. Jordan born in New York City.
23	1848.	Jennie Kimball born in Portland, Me.
24	1834.	Owen Swift killed A. Noon, 73r., 2h:6m., Andover, Eng.
25	1823.	Sam'l W. Glenn born in Baltimore, Md.
26	1864.	Tom Hyer died in New York City.
27	1853.	Metropolitan Theatre opened, Rochester, N. Y.
28	1840.	Geo. Clarke born in New York City.
29	1857.	Buckley's Hall, 585 Broadway, opened for dramatic performances, New York City.
30	1859.	Blondin crossed the Niagra Falls on a tight rope.

JULY.

1	1840.	Charles Walcot born in Boston, Mass.
2	1863.	Dan Bryant's first appearance in Irish character, New York City.
3	1832.	Warren Theatre opened, Boston, Mass.
4	1846.	Billy Emerson born in Belfast, Ireland.
5	1810.	P. T. Barnum born in Danbury, Conn.
6	1865.	James Crockett (Lion Tamer) died in Cincinnati, Ohio.
7	1858.	Tripler Hall, New York City, rebuilt and opened under the title of the "Academy of the Drama."
8	1865.	Billy Mulligan shot in San Francisco, Cal.
9	1856.	Barney Aaron beat Johnny Robinson, 81 rounds, 133m., Riker's Island, N. Y.
10	1849.	John Wilson (Scotch vocalist) died in Quebec, Canada.
11	1867.	Bob Way jumped 12 feet 8¼ in., Chicago, Ill.
12	1839.	Avonia Jones born in New York City.
13	1865.	Barnum's Museum (cor. Ann Street and Broadway, New York City, burned.
14	1870.	Jos. H. Sadler rowed 4¼ miles in 24:07½, London, Eng.
15	1868.	E. D. Davis ran 200 yds. in 22½ sec., Lowell, Mass.
16	1836.	Mme. Malibran's last appearance, Drury Lane, London, Eng.
17	1860.	Joe Goss beat Bodger Crutchley 120 rounds, 3h. 20m., Oxford Circuit, Eng.
18	1870.	The horse Judge Curtis ran 1 mile in 1:43¼, Saratoga, N. Y.
19	1854.	Tom Hyer and John Morrissey saloon turn up, New York City.
20	1868	Sterling Coyne died in London, Eng.
21	1840.	Jemmy Shaw beat O'Brien, 10 rounds, 23m., Surrey, Eng.
22	1830.	Julia Dean born in Pleasant Valley, N. Y.
23	1869.	Canterbury Hall, Washington, D. C., destroyed by fire.
24	1868.	Harvard crew beat Yale crew, 3 miles, in 17:4 8½, Lake Quinsigamond, Mass.
25	1842.	Annie Deland born in Augusta, Ga.
26	1831.	Wm. J. Florence born in Albany, N. Y.
27	1829.	Ben Cotton born in Central Falls, R. I.
28	1863.	Jem Gollagher beat Jem Dove, 4r., 10m., near London, Eng.
29	1868.	Adelina Patti married, in London, to the Marquis de Caux.
30	1842.	"American Theatre" destroyed by fire, New Orleans, La.
31	1869.	Tommy Peel died in Melbourne, Australia.

AUGUST.

1	1857.	Dominick Bradley beat S. S. Rankin, 152 rounds, 178m., Point Abino, Canada.
2	1870.	James C. Johnson, of the Walnut Street Theatre, drowned at Cape May, N. J.
3	1860.	Charley Fagan beat Denny Horrigan, 98 rounds, 112m., near St. Louis, Mo.
4	1828.	Marine Theatre opened, New York City.
5	1868.	Billy O'Neil died in Australia.
6	1814.	Mad. Celeste born in Paris, France.
7	1818.	Carl Formes born in Muchlenheim, on the Rhine.
8	1827.	Robt. Johnson born in Philadelphia, Pa.
9	1864.	Max Irwin died in Adelaide, Australia.
10	1868.	Ada Isaacs Menken died in Paris, France.
11	1864.	J. H. Ogden died in Philadelphia, Pa.
12	1853.	Flora Temple beat Tacony, mile heats, best 3 in 5, Rochester, N. Y.
13	1860.	Heenan Festival, Jones' Wood, New York City.
14	1867.	Dexter trotted 1 mile, in harness, in 2:17¼, Buffalo N. Y.
15	1869.	Morris Phalen died in Brooklyn, N. Y.
16	1865.	Harry Gribbin died in Virginia City, N. T.
17	1868.	Jno. Oddy walked 7½ miles in 57:50, New York City.
18	1866.	Dexter trotted 1 mile, under saddle, in 2:18, Buffalo, N. Y.
19	1865.	Tommy Burns beat Joe Coburn, rowing match, Poughkeepsie, N. Y.
20	1794.	James W. Wallack born in Lambeth, Eng.
21	1870.	Wm. Stevenson ran 150 yds. in 15 sec., New Orleans, La.
22	1865.	Harry Kimberly beat Bate, 68r., 2h. 17m., near Manchester, Eng.
23	1859.	Flora Temple beat Princess, mile heats, best 3 in 5 Boston Mass.
24	1857.	New Olympic Theatre re-opened, by Johnston & Moore, New York City.
25	1868.	Thos. Powrie died in Edinburgh, Scotland.
26	1846.	Virginia Buchanan born in Cincinnati, Ohio.
27	1869.	Oxford Crew beat Harvard Crew, 4¼ miles, in 22:17, London, Eng.
28	1837.	Cook's Circus opened, Philadelphia, Pa.
29	1842.	Yankee Sullivan beat Prof. Bell, 24r., 38m., Hart's Island, N. Y.
30	1790.	Big Ben Bryan fought Hooper, 180r., 3h.30m., draw, near Newbury, Eng.
31	1867.	Jas. Nuttall ran 880 yds. in 1m.55¼sec., London, Eng.

SEPTEMBER.

1	1863.	Jem Mace beat Joe Goss, 19r., 1h. 55½m., near London, Eng.
2	1841.	Yankee Sullivan beat Vince Hammond, 8r., 10m., near Philadelphia, Pa.
3	1827.	John Drew born in Dublin, Ireland.
4	1863.	Abe Vanderzee drowned off Staten Island.
5	1859.	"New Bowery Theatre" opened by Fox & Lingard, New York City.
6	1856.	"Porter's Spirit of the Times" started.
7	1832.	Wm. R. Floyd born in New York City.
8	1869.	Jno. Biglin rowed 5 miles in a 17ft. working boat in 39:04, New York City.
9	1835.	R. E. J. Miles born in Culpepper Court House, Va.
10	1860.	Geo. J. Brown crew rowed 5 miles in 30:44¾, Harlem, N. Y.
11	1840.	Fred. G. Maeder born in New York City.
12	1853.	Olympic Theatre opened, Batimore, Md.
13	1862.	Jimmy Hamill rowed 3 miles in 22:27, Philadelphia, Pa.
14	1862.	Jimmy Hamill rowed 5 miles in 37:39, Philadelphia, Pa.
15	1869.	James Smith walked 25 miles in 3h. 51½m., Jersey City, N. J.
16	1830.	Chas. J. Fyffe born in New Orleans, La.
17	1855.	Patsy Flynn beat Enoch Davis, 19 r., 22m., Canada.
18	1845.	Ada Webb born in New Orleans, La.
19	1837.	Bernard Macauly born in New York City.
20	1852.	Metropolitan Hall opened for dramatic perfomances, Newark, N. J.
21	1858.	Bob Brettle beat Jem Mace, 2r., 3m., Banks of Medway, Eng.
22	1868.	John Stewart trotted 20 miles, 59:23, to wagon, Fashion Course, L. I.
23	1836.	Madame Malibran died at Manchester, Eng.
24	1866.	Chas. King beat Jimmy Woods, 8r., 25m., New York City.
25	1856.	Geo. Steers (builder of yacht America,) died in New York City.
26	1867.	Izzy Lazarus died in New York City.
27	1852.	Madame Sontag's first appearance, Metropolitan Hall, New York City.
28	1868.	Debut of Lydia Thompson, New York City.
29	1851.	Harry Broome beat the Tipton Slasher, 15r., 33m., Mildenhall, Eng.
30	1862.	Jack Parton beat Patsy Marley, 13r., 21m., on the Mersey, Eng.

OCTOBER.

1	1836.	Chas. T. Parsloe born in New York City.
2	1826.	Macready's first appearance, Park Theatre, New York City.
3	1866.	The Fowler Sisters lost at sea, on Str. Evening Star, bound for New Orleans.
4	1848.	Macready's second visit to America, Park Theatre, New York City.
5	1858.	New York Crystal Palace destroyed by fire.
6	1859.	Ed. Price beat Australian Kelly, 11r., 32m., Point Abino, Canada.
7	1845.	Gentleman Jackson died in London, Eng.
8	1865.	Ez. White died in New York City.
9	1847.	Patsy Sheppard born in Galway, Ireland.
10	1857.	Harry Lazarus fought Denny Horrigan, 128r., 200m., Point Abino, Canada.
11	1848.	Ned Donnelly beat James, 9r., 17½m., near Point of Ayr, Eng.
12	1853.	Morrissey beat Yankee Sullivan, 37r., 55m., Boston Four Corners, Mass.
13	1845.	Howard Athenæum opened, Boston, Mass.
14	1839.	Pete Daily born in Lancashire, Eng.
15	859.	Flora Temple trotted 1 mile in harness, in 2:19¾, Kalamazoo, Mich.
16	1869.	Belle Boyd sent to the Insane Asylum. San Francisco, Cal.
17	1808.	John R. Scott born in Philadelphia, Pa.
18	1858.	Scotty of Brooklyn beat Barney Aaron, 10r., 13m., Point Abino, Canada.
19	1870.	D. G. Macdonnell ran 880 yds. in 2:12, Prescott, Eng.
20	1858.	Morrissey beat Heenan, 11r., 21m., Long Point, Canada.
21	1821.	Jenny Lind born in Stockholm, Sweden.
22	1845.	Chas. Freeman (American Giant,) died at Winchester, Eng.
23	1826.	Old Bowery Theatre first opened, New York City.
24	1859.	Josh Ward won the champion Sculler's race, 3 miles, time 23:16 Boston, Mass.
25	1834.	N. P. Bortle, the Jumper, born in Monroe Co., N. Y.
26	1861.	Ned Kendall, bugle player, died at Boston, Mass.
27	1863.	Con. Fitzgerald beat Ned Wilson, 10r., 16m., Port Penn, Del.
28	1865.	Florenz McCarthy killed by Dennis Foley, New York City.
29	1831.	Frank Drew born in Dublin, Ireland.
30	1868.	John Stewart trotted 20 miles in 59:23, Boston, Mass.
31	1856.	Geo. Kensett died in Fordham, N. Y.

NOVEMBER.

1 1852. National Theatre opened, Boston, Mass.

2 1859. Ben Mallory died in Savannah, Ga.

3 1866. John A. Biglin beat John McCready, rowing match, 5 miles, 39:40, Hoboken, N. J.

4 1787. Edmund Kean born in London, Eng.

5 1853. Yankee Sullivan imprisoned, for his fight with Morrissey, Lenox, Mass.

6 1827. Geo. Christy born in Palmyra, N. Y.

7 1847. Lotta born in New York City.

8 1864. Bos Tyler beat Geo. Crockett, 26r., 63m., near London, Eng.)

9 1863. Billy Quinn died in New York City.

10 1868. Marquis of Hastings died in London, Eng.

11 1865. Tom Sayres died in London, Eng.

12 1848. Maggie Desmond born in Dublin, Ireland.

13 1837. Frank Pastor born in New York City.

14 1863. Joe Cowell died in England.

15 1870. Jim Dunn elected Alderman, Brooklyn, N. Y.

16 1864. Dooney Harris beat Peter Martin, 6r., 12m., Scranton, Pa.

17 1828. Sam Pixton beat F. McMahon, 16r., 45m., Holcombe, Eng.

18 1857. Joe Coburn beat Harry Gribbin, 21r., 30m., Bertie Co., Canada.

19 1850. Jerry Noon fought Jemmy Massey, draw, 88r., 178m., Wilts, Eng.

20 1866. Bill White beat Mike Carr, 41r., 36m., Johnson's Springs, Va.

21 1838. Owen S. Fawcett born in London, Eng.

22 1863. Robt. Hales, the Giant, died in Yarmouth, Eng.

23 1868. John W. Cozad ran 125yds. in 12½sec., New York City.

24 1836. Italian Opera House, cor. Leonard & Church Sts., bought by Mauran & Hackett for $75,000.

25 1775. Charles Kemble born in Brecon, Wales.

26 1862. Tom King beat Jem Mace, 21r., 38m., near London, Eng.

27 1858. Jim Coburn fought Jack Looney, 70r., 75m., St. Louis, Mo.

28 1870. Five miles rowed in 31:34, Straight coast crew, against Messengers's crew, Southampton, Eng.

29 1865. Van Amburgh died in Philadelphia, Pa.

30 1852. J. B. Booth died on Stmr. J. W. Chenoworth, bound from New Orleans to Cincinnati.

DECEMBER.

1	1851.	Olympic Theatre opened, Cincinnati, Ohio.
2	1869.	Galveston Theatre, Texas, destroyed by fire.
3	1859.	Sam Freeman died in New York City.
4	1844.	Dick Hollywood born in County Louth, Ireland.
5	1816.	Wm. Wheatley born in New York City.
6	1791.	Geo. Holland born in London, Eng.
7	1839.	Lew Benedict born in Buffalo, New York.
8	1863.	Jemmy Massey died in Hamilton, C. W.
9	1850.	Emeline Zavistowski born in New York City.
10	1863.	King beat Heenan, 24r., 35m., £2,000, Wadhurst, Eng.
11	1868.	Helen Western died in Washington, D. C.
12	1870.	Longfellow trotted 5 miles, in harness, in 14:15, San Francisco, Cal.
13	1867.	Coroner's inquest on Thomas Sharp, killed by Edwin Kelley, New York City.
14	1867.	Ed. Lowry beat Jim Black, 32r., 43m., Sunnyside, Ill.
15	1868.	John W. Cozad ran 70yds. in 7¼sec., New York City.
16	1848.	Park Theatre destroyed by fire, New York City.
17	1870.	Jimmy Elliot sentenced to 16 years and 10mos. imprisonment, Philadelphia, Pa.
18	1845.	Ellen Bateman born in Baltimore, Md.
19	1830.	Geo. L. Aiken born in Boston, Mass.
20	1842.	Freeman, the American Giant, beat the Tipton Slasher, 38r., 39m., near Gravesend, Eng.
21	1819.	Tom Spring beat Ben Burn, 11r., 18m., Wimbledon, Eng.
22	1847.	Ada Harland born in London, Eng.
23	1868.	Olympic Varieties, New Orleans, La., burned.
24	1835.	G. C. Charles born in Philadelphia, Pa.
25	1826.	Harry A. Perry born in Philadelphia, Pa.
26	1863.	Morrissey and Andy Shehan turn up, New York City.
27	1841.	P. T. Barnum bought out Scudder's Museum, cor. Broadway and Ann St., New York City.
28	1824.	Jem Ward beat Phil Sampson, 27r., 37½m., Park Lodge, Eng.
29	1863.	Jimmy Carroll found dead in New York City.
30	1857.	Heenan and Morrissey fight stopped, Carmansville, N. Y.
31	1855.	Wally Mason died in New York City.

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